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Volume 2, Number 2
June, 1991

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FSTS

From Side to S.I.D.E.

$5.00

Summer Side

A Club for Fans of Japanese Animation & Manga

Alec Orrock, President

Yes, you are holding this in your hands and reading this, really. To say this issue was "late" would be a rather large understatement. This should have been out three months ago. This little section may be a bit boring, but I suggest that you read it as there is some information that explains the lateness and such.

First off, while the cover does say June, this is in effect the June to September issue. We will be back up and running normally as of this issue. The next issue will be the October issue, which will be out in the latter half of that month. Why the lateness you ask? Well, there are several reasons, so I'll keep this as short as possible. The main reasons are lack of equipment to do the 'zine and money for said 'zine. We have solved the equipment part of it and as I mentioned we are back on track. Look for some new and interesting changes to the 'zine in the months to come.

And here we have the boring financial part of this thing. As they say in the movies, "Just the fax, ma'am". As you can see from this issue, we are over the 50 page mark and climbing. This is good. However, the more pages, the more bucks it costs to put the beast out. That combined with raised postal costs and supplies and unexpected emergencies have caused us to up the price. Both the cover price and the subscription/membership prices have gone up. In the beginning, we where only putting out 20 to 25 page 'zine, and only at around 25 to 35 copies a month. This low volume enabled me to do must of the coping at my work, leaving only the costs of postage to be covered by the members/subscribers. And as times change, so must other things. We realize that the new rates my be rather high when compared to other publications, but we ask you to compare what others give you in comparison to SUMMER SIDE and FSTS and we hope that by continuing to put out a good 'zine, we can continue to have your support. If you have any questions about the new rates, or anything at all, please write and ask. We are more then happy to hear your comments, both good and bad.

We will be trying new things in the future, as we have in the past. And as I always say, anime is fun because it is just that, fun. It give gives us something to enjoy, to explore and to wonder about. We should always keep things in proper perspective, in anime, and in other things. Keep in mind that everyone has a right to their own opinion, whether theirs agrees with yours or not. Once again I will get off the soap box and let you enjoy the 'zine!

From Side to S.I.D.E. Volume 2, Number 2, June, 1991, is the monthly newsletter of **Summer Side**, a non-profit orginization for the promotion of Japanese Animation in the United States. All articles and photos are for rewiew purposes only and are covered under the 'fair use' provision of the copyright laws. No copyright infringment is intended. Articles and art from this publication may be freely used as long as the original author and publication are properly credited. Submissions are welcome, but please, no fan fiction or "adult" material. Submissions may be sent to: President, Alec Orrock, 24161-H Hollyoak, Laguna Hills, CA 92656 or Editor, Dan Durkin: [redacted] Subscriptions are available, [redacted]

From Side to S.I.D.E.

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Summer Side

June Schedule

June 16, 1991
El Toro Public Library
24762 Raymond Way

12:00	**Yawara ep. 10**
12:30	**Ranma 1/2 Nettohen ep. 12**
1:00	**Ranma 1/2 Nettohen ep. 13**
1:30	**Kimagure Orange Road ep. 16**
2:00	**Maison Ikkoku ep. 5**
2:30	**Dirty Pair ep. 16**
3:00	**Vampire Princess Miyu vol. 4**
3:30	**Mobile Police Patlabor OAV 1**
4:00	**BubbleGum Crisis 8: Scoop Chase**
5:00	Dinner Break
6:00	**Crusher Joe**

Hello from A-Kon 2!

Joe, Roger, Shawn, Craig, "Kei", Mischief, and Mark Photo by dD

News and Notes

OK, a few things that didn't fit in the first page. You will notice that this issue may or may not be in 11" X 17" format. I say 'may or may not' because I really don't know until I go to the print shop. Most likely it will not be though. Since there is no guarantee of how this will work in the future, we will simply say that if it is possible to do, then we'll do it. If not, then we will have to settle on the standard 8 1/2" X 11" format. I say no more.

Also, in case anyone is interested, the new membership-subscription rates are as follows:

$48 in the US
$51 in Canada
$57 in other countries

All prices are for 12 issues, not one year. All amounts are in US $'s. Sample issues are $5.50 each. We still have some back issues available, but write first if you are interested. What we would like to do if we can is do a reprint of some and or all of the back issues. What we are considering as a possibility is to reprint issues 1-12 in one big book. And then do the same for the next 12 issues and so one. If anyone has any comments or suggestions, just let us know.

As you know, Dan has by now moved to Colorado. His new address is Dan Durkin, P.O.Box 150, Holly, CO 81047-0150. If you have anything that you think we might be able to use, you can send it to either Dan or myself.

Also, starting in this issue we will be featuring an original manga story by artist Larry Mann and writer Ryan Mathews. This will for the most part take the place of Star Mercenaries, and will run on a semi-regular basis. Star Mercenaries will either be completed in up-coming issues (there is only a few sections left), or will be collected in a volume type book. We would like to hear what you would like to see. One or the other. This way we can get a better idea of how to end the story. If we do the volume compilation, then we will ad the last part of the story as well as other "goodies".

Since this issue will be premiered at Anime Con, it makes sense that we should do some type of con action. There have been two major cons this summer as far as anime fandom goes.

The first of which was Project A-Kon 2 held over Memorial Day weekend in Dallas, Texas. This two day con was a very cool event. This year there was a new hotel, and a much bigger dealers room. Many of last years guests returned, as well as several new ones. There was SO much to do that I for one felt like I was cramming four weeks of activity into one two day weekend. For many the con really started on Friday night, and didn't end until mid-day on Monday. There were some problems with the con and planning. But this was only the second one, so there is still time to work these things out. On thing that should be said is that more help is needed in running the con. If your in the area, and want to work on it, it would be a good idea. All going well, there will be an A-Kon 3

next year. This is a fan con, it's a good one, and it needs all the support that anime fans can give. Here's a break down of what we did at the con. Friday we arrived at the Dallas airport and drove to the hotel. There we met some friends and settled into our rooms. Partying followed. Saturday was the official start of the con. Checked out the dealers room. Found this great dealer that made shirts from pretty much anything. Saturday night brought more partying and the "water wars". This was one of the funer events of the con. Many people had either brought water guns or got them in Dallas. Sunday more panels and the second and last day of the con. Sunday night, more parties, of course. Monday say many people off to wherever. Back to the airport and home. If I had to make one suggestion, and only one, I would have to say that they should at least make the con three days long. Two days is just not enough time to get to talk to every one and still catch your breath. When we get more information on the next one, we'll pass it on here.

The next notable was the San Diego Comic Con. This is by name primarily a comic con, but many anime dealers are there, as well as fans. This year the con was moved from it's normal time of the first weekend in August to the July Fourth weekend. Some of the other changes that there were included a new hotel (the Pan Pacific in down town S.D.) and a brand new and very large convention center. To give you an idea of just how big it was, when we were driving up to it, it looked like we coming to an airport. The convention center itself was huge and took the breath out of you when you went from the dealers room to the anime room. The anime room was bigger and better then last years, given more space at the new center. But one main problem was there was no synopsis guide. The main concept here was that most of the shows were subtitled and therefore didn't need synopsis. But it would have been a nice treat. The dealers room was larger then the old center, and the wild thing was that the con was only using one third of the available space for the room!! One big problem was with the Books Nippon booth which was in the center of the dealers room. They are understandably nervous about con theft, but the extent to which they carried their paranoia was very unsettling. To put the essence of barbed wire around your encampment and demand that anyone entering the compound turn over their bags, backpacks, and or purses is a little extreme. Not only did they make you wait in line to get in, but they treated you like cattle (in a bad way) once you got in. To compare it to a concentration camp would be rather apt. Other then that, the con was one of the better ones that I have been to in years. Next year the dates for the con will be in late August, and when more information comes in we'll put it here. Many people from Anime Con were there and talked about the up-coming event. Hopefully they were right.

Once again, we have come to the end, so enjoy the rest of the issue un-hindered.

YAWARA!

A Fashionable Judo Girl

Episode 10: Burdened with Mother and Victory. The age of Yawara's stage.
aired 8912.18

The day for Yawara's debut match has come, and it has been a real media event. Everyone had been led to believe that it would be a quick victory for Yawara, and so it came as a shock that her opponent, Todo Yuki, could possibly any competition at all. Still Yawara had let a a chance at certain victory go and had let herself be brought down for points all in the same move. Jigoro is completely confused and distraught.

As the match sets up to continue, crowd members (mostly press people) speculate about the match. The concensus is that Yawara's skill may have been hyped up a bit too much. Yawara's friends also worry, thinking she has suffered a major setback. Kazamatsuri is quick to explain that this is not so, and that Yawara can still easily win.

The match begins again, and once again, Yawara looks for an opportunity to lose. She can't find one. Jigoro sits on the sidelines and fumes, wondering why Yawara's form is so off today. His thoughts are punctuated by yet another bad move from Yawara. The match even has Hanazono and the rest of Musashiyama's judo team wondering what could be wrong. Sasaki comments that maybe her victory (see ep. 6) was just a fluke and that he and his team were at a disadvantage fighting a woman. These comments are not at all well recieved.

The longer the match goes on, the more all of the reporters become disgruntled. One even goes as far as to blame the quality of the match on the paper that sponsored it - Nikkan Everday Sports. Matsuda hears this and really begins to feel the heat. Still, before the reporters can get too loud in their complaints, Coach Yutenji of Saikai University (a partial sponsor of the match as well) silences them. The match would not have happened if he hadn't thought Yawara was up to the challenge.

Back at the match, Yawara blows two more opportunities to win which absolutely frustrates Jigoro. Instead, Yawara only takes Yuki down for a Yukko. Yawara is stunned. She had no idea that Yuki could be so bad.

Sayaka, watching the match from near the back, begins making some less than complimentary comments on Yawara's efforts, but becomes furious when she finds that Kazamatsuri is not listening. Instead, he is explaining more about judo to Yawara's friends, who are rapt in attention. Sayaka, barely below the boiling point, comes over and tries to shoo them off like so many insects.

Matsuda has sunk to his knees, unable to watch this lie anymore.

As things are about to begin again, Jigoro finally realizes why Yawara has let several chances at victory go by - she doesn't want to win. He declares this out loud, causing panic in Matsuda and worry in Yawara. Of course this claim is rather bold, and no one really believes him. Still, Jigoro tries to have the match stopped. This is not the judo that he has taught Yawara. The more vocal he gets about it, the more he is restrained by crowd members around him.

The match resumes, and Yawara lets herself be thrown, but Yuki has managed to screw up again, having Yawara land out of bounds. Yawara can't believe that she still hasn't lost yet. She wonders how long it will take Yuki to get an Ippon.

Matsuda has had enough. Between the near riot going on near Jigoro, the complaints being made by fellow reporters, and the lie taking place in the ring, he has had quite enough. He sulks away, leaving the arena as the match prepares to resume.

Outside, Matsuda slowly retreats from the Saikai Judo-jo totally despondent. On his

way he comes across a gentle looking older woman, who asks him where she might find the Judo-jo. He points her in the right direction and continues on. The lady proceeds to the dojo and begins peering in the windows.

Inside, Yawara has continued the match with an almost reckless abandon. No matter what it takes, she will lose this time, and is glad that it will all be over in a few minutes. Most importantly, she is glad she will be able to go back a normal girl again. As the cacophony of the crowd is slowly disappearing to her she spots a small face in one of the windows. She instantly recognizes the woman as her mother, stops cold, and throws Yuki right over her back. "Mother. . .," she calls out, and then realizes what she has just done. The arena is completely silent. Yawara tries to explain the move off as a mistake, and that she didn't mean it, but it's too late the ref calls out, "IPPON!" and a huge cheer rises up from the crowd.

Matsuda hears the cheer and thinks that is all over. He raises his head up and pulls out the letter of resignation which he is sure that his bosses will ask of him, and prepares to retreat to his office. On the verge of tears, he turns around as he hears a low rumble approaching. The rumble is a crowd, led by Yawara and the older woman he had seen earlier. As she passes by, Matsuda asks what the commotion is about, and she tells him that she won. Matsuda rushes ahead and hails a cab and hurries the two women into it. They leave Matsuda to deal with the angry crowd of repoters; a task he is much happier to do knowing that Yawara has won.

Back at the judo-jo, Todo Yuki is being taken out on a strecher. Coach Yutenji is taking care of the few reporters who are still around, and he is making it known that he would like to have Yawara come to Saikai University after she graduates and that he would like to have Jigoro as a teacher. Both Musashiyama and Ganryuji High School's judo teams would like to learn from Jigoro as well. Jigoro, for his part, is as abrupt as ever. Only one student is worthy of him right now: Yawara.

Sayaka comments to reporters that Yawara's debut was less than spectacular, and asks for Kazamatsuri's confirmation. However, he is too busy talking to Yawara's friends to notice that Sayaka is even there.

Back at work, Matsuda is being hailed by all, but especially his boss. He ignores them all and heads straight for the dark room. Inside, his photographer is busy developing all of the pictures from the match. Not having seen the end of the match, Matsuda is desperate to see them. Matsuda takes a few looks and then says, "You bastard. . . these are the best!!!" Matsuda's photographer points out one other thing he noticed as well. Just after winning, Yawara had said "mother". He figures that seeing her mother was the only reason she won.

At home, Yawara and her mother are settling down to a meal. Yawara is happy to see her, but isn't happy about the timing. Because of it, she won the match. Yawara's mom is sorry about that. There is mention of a boyfriend, and Yawara's mom is surprized. She says it has been a while since she has seen her, and Yawara reminds her that she is a high school student. Her mother tells her that it's OK if she doesn't want to continue judo, as long as she remains her gentle self. Jigoro enters and is ready to have Yawara's head for her act at the match. He is so angry that it takes him a few seconds to realize that his daughter is there as well. Tamao (Yawara's mother's name) knows her father well and shuts him up fairly quick with an offer of food. As they eat, Tamao brings the two up to date on the search for Yawara's father (Kojiro). She produces two pictures of a fleeing man in the snow. That leads to speculation that he may be in Hokkaido. Before the mood can get too heavy, though, Tamao has everyone laughing soon. For better or worse, Yawara's family is complete again.

Still Only 825 days until the Barcelona Olympics

Synopsis by Dan Durkin

RANMA 1/2 NETTOHEN

Episode 12: Look Out! Tendo Dojo
Based on the Ranma 1/2 manga; vol. 8, parts 1-4
aired 9002.08

Inside the dojo, under the shadow of the memorial to the late Mrs. Tendo, Ranma-kun and Akane are getting a lecture. Both Genma and Soun are not happy, because Ranma and Akane had been fighting (again) in the dojo. Genma and Soun insist that the two become friendlier, because they are engaged. For once, Akane and Ranma agree on one thing. They both get up and prepare to leave. This makes their parents even more upset, but their begging is interrupted by something more important.

Kasumi presents them all with a note from a dojo yaburi. In it, he says that he will come on Saturday to fight them for their "kanban" (dojo sign). Soun believes that this is the perfect chance to have the Tendo dojo's heirs defend it's honor. Genma agrees: Akane and Ranma should fight the dojo yaburi together. Of course, this would be too simple, and soon Ranma gets Akane arguing about who could do it better, alone.

The next day (saturday), everyone is at school. Ranma and Akane are in gym class doing gymnastics when Shampoo enters on her bike through the wall and nearly flattens Ranma-kun, who was doing the vault at the time. She tells Ranma-kun that she has something special to show him, and gets a bucket of water. After pouring a small packet of powder into the bucket, she drops an ordinary dog into the water. Seconds later, a human being (looking a little too much like Ataru Moroboshi) pops out to the amazement of the entire class. Shampoo explains that the powder is a special Nannichuan mix, which will turn ordinary water into Nannichuan spring water. She tells Ranma she will give him the mix if he goes out on a date with her. Ranma agrees and Shampoo sets the time: today, at 2 pm, in the park. This infuriates Akane, who reminds him about the arrival of the dojo yaburi. Akane then tells a confused Ranma-kun that she can handle the yaburi alone, and flings him as proof.

On the way home from school, Ranma-kun heads for his date and is confronted by a rather upset Soun. Soun reminds him of his responsabilities, but just then Akane comes along and tells her father that she can handle it alone and gives a demonstration. Soun is still skeptical, but Ranma-kun is convinced and heads on his merry way, leaving Akane to ponder what she will do with her newly bruised hand.

Ranma-kun meets Shampoo and is quick to ask where the Nannichuan mix is. This saddens Shampoo, and she says she is going home. Realizing how crass he has just been, Ranma apologizes and asks Shampoo where they should go. Shampoo visibly lightens, and tells Ranma that the mix is in her back-pack. When the date is done, she'll give it to him. Ranma offers her flowers, which end up being laced with powder. Ranma grabs her bag and runs, but he is in for a surprise. The only thing in the back-pack is a cat. Shampoo shows him the mix in her purse. They head off for a movie.

At the dojo, Akane practices for her father, Genma, and her sisters. Shortly thereafter, the yaburi arrives. He (it?) is a huge, nearly faceless blob of humanity in a gi carrying an endless string of kanbans. Akane tries not to show it, but she's definitely intimidated.

At the movies, Shampoo notices Ranma's nervousness. She asks Ranma if he is really worried about Akane. He, of course, denies this completely (he's lying), but Shampoo offers him a quick out from their date anyway. The date will be over and she will give him the Nannichuan mix. . .if. . .he will kiss her right there. Ranma doesn't know what to do, and Shampoo waits with lips pursed.

Meanwhile, back at the Tendo dojo, Akane's match with the yaburi is about to begin. Before he begins to fight, he mentions that this victory will give him his 1000th kanban. Then the fight starts. Akane soon learns that she is no match for him, and is doing all she can to keep from being killed.

In the theater, Ranma still has not kissed Shampoo, and still she waits. Somehow, Ranma slips the mix out of her hands and runs out of the theater. Shampoo is in hot pursuit. Down the block, Shampoo lets Ranma know that he is holding yet another fake. They stop, and Shampoo once again acuses Ranma of being worried about Akane. Even though he denies this, Shampoo tells him they can continue their date later so that Ranma can return to the dojo. They speed off on Shampoo's bike.

Just outside of the house, Genma spots Ranma and Shampoo and assumes Ranma has gotten the Nannichuan mix. He pours cold water on them, and Ranma-chan tears off for the dojo yelling, "I HATE CATS!"

Akane is nearly finished in the match, and the yaburi pins her to wall with several kanbans. Just as he is about finish her off, Ranma-chan busts through the wall and ends up getting a kanban in the head. One kettle of hot water later, Ranma-kun is ready to fight as well. Although he does alot better than Akane had, Ranma-kun's punches are not effective. The yaburi traps him and Akane of them in a "tornado" of kanbans. Finally, Genma suggests that Ranma and Akane work together using the "gattai gekiryu moshin" technique. Although the fight over the direction they should go with their moves, Akane and Ranma work together and defeat the dojo yaburi.

After the dust has settled, Akane and Ranma are quick to argue again. Akane claims that she could have won on her own. Then Shampoo pipes in and asks Ranma to continue their date and kiss again. Akane is shocked to hear that, and does her best to cover this up. She thanks Ranma for his help and gets up to leave. Ranma denies that he kissed Shampoo, but Akane simply slaps him and continues on. Shampoo, probably getting the reaction she desired out of Akane, gives Ranma the Nannichuan mix and leaves as well.

That night, Ranma and Genma try out the Nannichuan mix in the back yard while the Tendo family eats dinner. It works, and the two are in tears of happiness. Suddenly, a rainstorm comes along, and once again Ranma-chan and the Panda come back. It seems that the powder Shampoo had gave them only worked once. While the Panda howls and Ranma-chan curses Shampoo, Akane comes out to the pond and tells them to come inside - they'll catch a cold out there.

Synopsis by Dan Durkin

Episode 11: Kidnapped! Akane!
Based on the Ranma 1/2 manga: vol. 10, parts 4-5
aired 9002.15

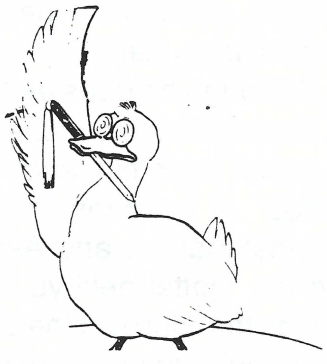
In the local market place, Kasumi is busy shopping when a pig with Akane's voice calls after her. Actually, Akane is behind this pig, a stuffed animal, and Akane is proudly showing it off. She has wanted to buy it for some time. Suddenly a sinister laugh comes out of nowhere, and calls out to, "Saotome Ranma's fiance: Akane Tendo!" A large claw comes at them, and Akane dives to protect Kasumi. The claw latches onto Akane's pig, which is carried away to a strange looking person on a unicycle wearing a chinese mask. The person claims to have captured Akane, and proceeds to tell the girls that they should notify Ranma of her capture and give him a ticket to the Chinese Festival, where he will be waiting. He then takes off with the pig, laughing.

At home, Akane tells Ranma and Genma the whole story. While sparring with Genma, Ranma asks if he has to go to this festival, and Genma knocks him into the pond. Genma tells Ranma-chan that she has to go, because it is a rule of their school that all challenges must be answered.

Back at the Chinese Festival, Ranma-chan and Akane run into Shampoo. They all find out that they got their tickets under strange circumstances, and wonder what is going on. Just then, the man who had stolen Akane's pig returns, pig in hand, to greet Ranma. Removing the mask, we find out that Musu has returned to Japan. Musu talks about having

Akane and squeezes the pig. It makes a squeaking sound, and Ranma jokes about it, saying, "Quit that! You're making Akane cry!" Akane belts Ranma-chan for the comment, and the gives Musu a knee in the face for thinking the pig was her. What had supposed to be a big moment to impress Shampoo turns out to be another embarrassment for Musu, and the girls all have a good laugh and move on.

Inside the main tent, Ranma-chan, Akane, and Shampoo enjoy the show. There are acrobats, performing animals, and other circus attractions. Then the main event comes. The MC asks for the person belonging to a stuffed pig to come down to be an assistant. Ranma-chan can't pass on the joke, and Akane flings Ranma-chan to the stage, where she is considered the volunteer. This, of course, attracts the attention of Kuno, who is in attendance as well. Several of the circus people grab Ranma-chan and strap her to a wall. Then, the MC brings out a tray and begins to introduce the act. Suddenly a gleam comes from inside the tray and several knives shoot into the wall behind Ranma. Then the MC fully introduces the act: Mumu-chan, the knife throwing duck! Mumu takes a bow, produces even more knives in his wings, and throws them all at Ranma-chan, who barely stops four of the knives with her teeth. Next, the duck soars into the air, dropping smoke bombs, which worries the girls, and sends Kuno into action. When the smoke clears, Kuno is fried and Ranma

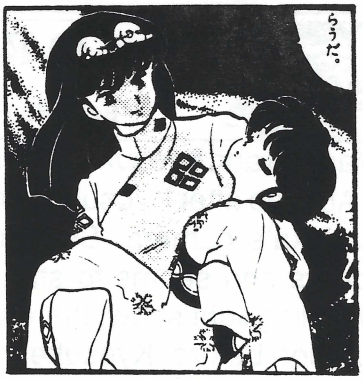


and the duck are nowhere to be seen.

Behind the tent we see that the duck was actually Musu. Ranma-kun gets to hear the story of how Musu got into this mess after he had been beaten by Ranma earlier (see ep. 5). Of course he blames this on Ranma, but without his glasses, he begins to quarrel about it with a monkey. Ranma hurls the bucket of water Musu had originally had at him, and prepares to fight, but notices that there is something different about the water. Sure enough, Musu confirms Ranma's fears. He has brought back water from the spring that turns people into ducks, and plans revenge on Ranma. Just as things are about to get interesting, though, Shampoo arrives and hoses Musu down, making him less of a threat. The duck tries to impress Shampoo, but she will have none of it.

Frustrated, the duck turns his ire on Ranma, flinging knives concealed in his wings. The chase is on throughout the festival, as Musu alternately flings balloons filled with the duck spring water and then knives that burst them from overhead. At one point Ranma-kun is forced to protect several children from the water. Instead, the water hits a goldfish pool, which is suddenly transformed into a duck pond. Finally, though, Ranma gains the upper hand by pinning the duck to a wall with several children's wind toys. With his opponent captive, Ranma is quick to point out to the duck that he is not interested in Shampoo, a fact he should have left unsaid before checking to see if she was around. Behind Ranma, furious, is Shampoo, holding a large aquarium. Rather than hit him with it, though, Shampoo turns it over on herself and latches on to Ranma, leading to a loud chorus of "I HATE CATS" as Ranma tears off aimlessly. Musu, still a duck, is left to complain, still pinned to the wall.

That night, Akane is searching the festival grounds, still having been unable to find Ranma or Shampoo. Rounding a corner, she is surprised by a person who seemingly comes out of nowhere. After slapping the person silly, Akane stops long enough to realize she is

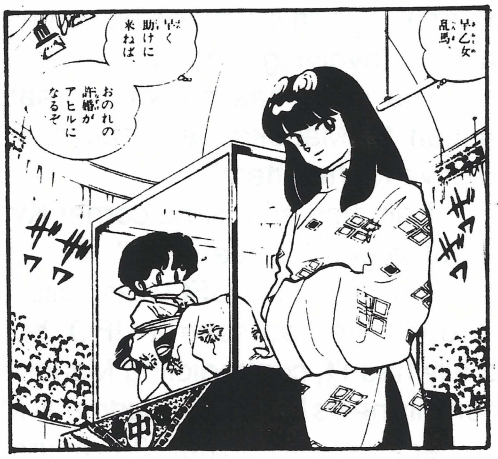


hitting Musu. Rather than accept her apology, he knocks her out with gas and takes her away. As he is doing this, Kuno comes around the corner, cursing the fact that he could not find the pony-tailed girl. Seeing Akane in trouble, Kuno springs into action to try and help her. Sasuke, who was with Kuno, tries to help also, but only manages to snare his boss in the net he threw.

Soon, fliers are sent out promoting the evening's main event: a magic show which promises to turn a girl into a duck. Akane's picture is prominently displayed on the flyer. Ranma-kun is still running around with cat-Shampoo in tow, until he finally runs into a tree. Coming to, one of the fliers lands in his hands. After seeing it, Ranma is off and running to save Akane. In the main tent, Akane, bound and gagged, has been placed in a huge tank under a even bigger faucet. Inside, more of the duck spring water. . .

To Be Continued

synopsis by Dan Durkin



Episode 16: Believe it or Not! Madoka Saw a UFO!

Madoka and Kyosuke are walking home from the Abacab after Kyosuke had come over to fix Madoka's camera. Suddenly a bright light appears and seems to stun them both. After a dazzling light show, the vision starts to fade, but not before Kyosuke manages to snap out of it and take a picture.

Kyosuke runs home to shout about the UFO he just saw, only to be confronted by plenty of identifyable flying objects: various lightbulbs and lamps being PK'd around by Kurumi and Manami. A much deflated Kyosuke realizes what he must have seen now, and gets the girls to stop the show immediately.

The next day at school, though, he has brought the picture he took to Madoka. Assuming that the "UFO" that they saw was Kurumi's lightshow, Kyosuke asks Madoka if they can keep the little incident a secret between themselves. Madoka is surprised, but agrees. She is about to put the photos away, when Hikaru arrives, blowing any chance at all for secrecy.

Meanwhile, the rumors spread like wildfire. Adding to the flames are Komatsu and Hatta, who have become special reporters for the school newspaper ("The light camera work, huge curiosity, and boldness enough to rudely step into somebody else's heart! We, with all three factors, are assigned to be the special repoters!"). Soon everyone has some version of a story involving Madoka, Kyosuke, and a UFO. The story has drawn a great deal of attention to Madoka, and she is less than receptive to the attention.

Komatsu and Hatta corner Kyosuke in attempt to get the 'real story'. Kyosuke, concious of just what the UFO was, tells them that he thought he had seen a UFO, but that he actually hadn't, contradicting Madoka's story. When this news hit the fan, suddenly Madoka's story became a lie and her UFO made her, "the alien of class 3-A". Kyosuke now realizes what his revised story has done, and silently apologizes to Madoka. Aryukawa, for her part, ignores Kyosuke for the rest of the day.

Later, Yusaku asks Madoka why she lied about the UFO. Madoka says only that she saw what she saw. Hikaru arives and berates Yusaku for disbelieving Madoka ("Aryukawa-san never lies!"). Yusaku reminds Hikaru that Kyosuke is on record as saying he didn't see a UFO then, which leads Hikaru to ask him if that is true. Kyosuke tells her that she heard right. Confused ("Darling never lies, either"), Hikaru is forced to shout to the skies, "Hey, UFO, are you out there or not?!"

In order to strainghten things out, Hikaru decides to look for the UFO herself, and keeps Yusaku by to take the pictures. Yusaku is less than convinced that she'll succeed, but is along for the ride.

At the Kasuga home, Kyosuke not only wrestles with his dad, but with the problems caused by Kurumi's lightshow. His dad tells him to turn a blind eye to the situation, but Kyosuke tells him that's not possible with Madoka. The wrestling, on the other hand is handled much easier. . .

Madoka is busy working off her frustrations at a disco, but it doesn't take much to remind her of what she is trying to forget..

The last day of the spring session of school arrives, and Madoka is not there. Kyosuke worries and calls around. Kurumi, finally feeling a little guilty, offers to help by flying a few more UFO's, but Kyosuke only blames her for causing the problem in the first place.

As soon as school is done, Kyosuke dashes off in search of Madoka. He looks in the arcades, in the park, and finally by the staircase near his home. She is nowhere to be found. Crossing an overpass on the way to the Abacab, he finally spots her on the back of a motorcycle with some of her older friends. His calls come a little late, as the cycle she is on dashes off, towards Okutama. Kyosuke bursts

into the Abacab, ignoring Komatsu and Hatta, and borrowing Master's bicycle. He becomes a blur down the highway, using his powers and passing a speeding motorcyclist along the way, berating himself all along for having forgotten about Madoka's feelings about the UFO. Now all he can hope to do is catch her.

Taking a break, Madoka is getting advice on affairs of the heart from her friends, who are trying to work her out of her bad mood. Just as the gang is about to leave Kyosuke arrives, but Madoka doesn't seem ready to confront him and gives the signal to go. Kyosuke tumbles face first down one hill and into a lake in pursuit, but has no luck. Defeated, he stands in the middle of the road until a truck sends him tumbling down yet another hill. An umbrella he had brought along gives him a softer landing this time, but a helping hand from Madoka, who had been waiting below, seems more comforting now.

Kyosuke is quick to appologize for making her look bad, but she lets him know that it is OK. She never minded what other people say, but had been depressed thinking that what she had seen with him might have been a hallucination. She returns a friend's helmet and thanks her friends for their time, and begins walking home with Kyosuke.

Meanwhile, all over town, a bright light begins to shine. Hikaru and Yusaku see it, Komatsu and Hatta see it, Kurumi and Manami see it, and even Madoka and Kyosuke see it. Maybe, just maybe, they really did see a UFO after all. . .

synopsis by Dan Durkin

めぞん一刻

MAISON IKKOKU

Episode 5: Kyoko worries. Godai has left home.

We begin with yet another one of Godai's technicolor fantasies. Kyoko is congratulating him on gaining entrance into college, and has a gift. . . of underwear?! The dream gets even more Freudian as it move to the seashore. Godai hugs Kyoko, but as he pulls back to kiss her, her face is replaced by that of his grandmother. Godai wakes up screaming, relatively safe and sound, at his friend Sakamoto's place. He has been staying there since the end of exams.

Godai's absence has not gone unnoticed elsewhere. At the Cha-cha-maru, Akemi tells her boss about it. It's been a week since anyone has seen or heard from Godai, and it's been too quiet at the Ikkoku-kan.

Later in the morning, Godai and Sakamoto have roused and are at a local Pachinko parlour. Arguing with his friend, Godai hits his machine, causing it to register a winner. Godai is estatic, now he will have enough money to get some new underwear. As he takes his winnings to the register, though, his usual luck kicks in, and he slips, spilling his

earnings all over the place. As they walk home, Sakamoto wonders why underwear is such a big deal for Godai.

Desperate to get some fresh underwear, Godai decides to sneak back to the Ikkoku-kan. He had hoped to stay away until exam results had been posted, in order to avoid the usual ridicule from his neighbors. Now he successfully gets to his room without being noticed, only to find that he had not brought his room key with him. In a last ditch effort, he tries snagging a pair from an outside laundry line. This almost works, but the balcony railing he had been leaning on collapses just as he had been getting near the underwear with a pole.

Godai manages to stay in the air by hanging onto the pole he had been using for dear life. His falling shoes attract Kyoko's attention, but she doesn't look up and sees nothing out of the ordinary. Yotsuya, however, is in full view of Godai and is curious. Godai asks him to hand him some underwear, but Yotsuya proves no help, returning to his room. Finally, Godai takes one last stab at the shorts and gets them. . . followed by a rather long fall. On the ground, Godai's problems are compounded by an over-interested Soichiro. They fight over the underwear until Kyoko's attention is raised, at which time Soichiro gets possession of the underwear. Godai does manage to hide from Kyoko under the porch, but is no closer to getting his shorts.

Later, Godai is washing what is left of his clothes at a local laundromat. A young woman asks him if she can use his machine next, and Godai hurriedly stuffs his finished items away. Although fast, Godai is not fast enough to keep this woman from seeing his holey underwear, and when she asks Godai if they are his, he is totally mortified.

That evening, a train heads south through the countryside. On it is Godai's grandmother, headed for the city.

The next morning, Kyoko is cleaning when she gets a call from someone named Godai. Almost immediately, she is yelling at the phone, asking where he is and telling him that everyone is worried. After calming down, she gets a bit more personal, telling him to hurry home and that everyone misses him. It's then when she finds out that the person on the phone is not the Godai she knows. . .

She hurries off to the train station, where she is to meet the person on the phone - Godai's grandmother. She has come, again, to see if her grandson has made it into college. After introductions, they begin to make their way to the Ikkoku-kan. They talk about Godai, and Kyoko finally learns his real name - Yusaku. His grandmother tells some stories about his youth as they go along. Eventually, they pass the Cha-cha-maru, where Akemi calls out to Kyoko. Kyoko tries to ignore her, but when Akemi asks her if she has seen Godai, she is forced to stop and deal with the situation. Akemi is introduced to Godai's grandmother and she invites them all into the bar. On the way in, Kyoko asks Akemi help her cover Godai's disappearance.

As they enter the bar, they find Yotsuya spilling all of the beans about Godai's absence to his grandmother. At first it appears as if she is distraught, but soon she shows her face and is laughing at the top of her lungs. She apologizes for troubling Kyoko, but she tells all of them that this is typical behavior for Godai, and that they will have to go check the results of the exams on their own. Godai is sure to turn up there eventually.

At the university, Kyoko and Godai's grandmother are poised at the front of the crowd as the results of the exams are posted. They study it intently for a few seconds when Godai's grandmother suddenly becomes distraught. Kyoko, prepared for the worst, asks what is wrong. "I don't know what his exam number is!" she replies.

Coming from a different part of the campus, Godai and Sakamoto take their place at the back of the crowd. Getting impatient, Godai asks his friend to raise him on his shoulders to have a look. The first thing he sees. . .is his grandmother looking for him. He

starts to run away, but is nailed in the head by his grandmother's purse. She chews him out for running away, and for not giving her his number. When all things are settled, Godai seriously looks for his number. . . and finds it. Finally, he can say he is a college student.

That evening at the Ikkoku-kan, there is a party (as usual, in Godai's room) to celebrate Godai's acceptance into college. His grandmother, it turns out, can party right along with the rest of them. Kyoko brings in some refreshments, followed by Soichiro, who has a bag in his mouth. Immediately, the dog drops the bag and goes for Godai's jeans. While pulling away, Godai is embarrassed to see that his ragged underwear is put on display for everyone to see. Since Soichiro was unable to complete the delivery, Kyoko does instead, giving the bag that the dog had carried in to Godai. While Kyoko fends off queries about the content of the bag, Godai opens his gift of . . . underwear. And really, he couldn't be happier

DIRTY PAIR

Episode 16: Take it from Me! The WWWA is a great Career.

Kei and Yuri are getting ready for a night's rest when Director Goulet calls them with an extra assignment. Exhaused, the girls barely consider the offer. . . that is, until Goulet offers a bonus.

Hours later, they are introduced to their latest job. They are being hired to guard Sakurako Yorozuya, the head of the Yorozuya Conglomerate. Her position is somewhat like that of royalty, as some of the largest companies in the area are run like monarchies. That evening she must attend a state banquet of conglomerate heads if she is to keep hers from being taken over. Therefore, her protection is of the highest importance. Unfortunately, Sakurako is still an immature teenager, as much in need of a babysitter as she is of a bodyguard.

The girls take Sakurako out on the town, ever reminded of what will befall them if they fail, while Sakurako is like a child unleashed in a toy store, practically bouncing off of nearby store fronts. At a roadside stand, Sakurako gets herself a snack. Kei and Yuri ask her if she has brought money to pay for the meal, and Sakurako assures them that this is the case. She then tries to pay her tab - with a 100,000 credit note. Kei and Yuri end up paying for the meal.

Back on the street, some local bikers have taken interest in the trio and try to proposition them. Yuri, as usual, tries to talk them down, but Kei, feeling that one of them has gone too far by touching her, clears them all out rather quickly, leaving all of the bikers quaking in their shoes. They continue on, with Yuri trying to calm Kei down, when Sakurako asks to go to the bathroom. While they wait for the girl, Kei and Yuri continue their conversation. Just as Kei seems to really have gotten

Yuri riled up, Kei realizes that Sakurako has been gone a little too long. They enter the bathroom, and much to their alarm find no one there. Sakurako has snuck out, leaving her protectors a farewell note on the mirror.

Out on the street, Sakurako is pleased with herself for losing the pair, and plans to really enjoy herself. Little does she know that spies are keeping constant tabs on her location.

With little else to do, Kei and Yuri report back to Yorozuya HQ and tell of the loss of Sakurako. To say the least, their bosses are upset. They aren't left off the hook, though. Kei is made to pose as Sakurako (I don't see the resemblance -ed.) and Yuri is sent right back out to find the girl. At first, Kei thinks that she has the better of the two jobs - nice clothes, free food, and nothing to do. At least that's what she thinks. . .

At the head of the Wilsal Conglomerate, a report comes in that Sakurako is now unguarded and alone. This is great news, as Wilsal is interested in taking over Yorozuya. The head of Wilsal calls on his hired assassin to kill the girl as soon as possible. The assassin gives a little demonstration which shows that he is more than able to do the job.

A little later, Yuri finally spots Sakurako in a crowd and the chase is on. After causing a major traffic accident, she is stopped by Yuri, who simply wants to get her home. Sakurako really is sorry, and apologizes running to Yuri just in time to avoid a sniper's bullet. Seeing a glint atop a nearby building, Yuri manages to flush th assassin out, and uses the time to sneak into a 3-D gaming parlor.

Inside, Sakurako shifts modes again, wanting to have fun instead of avoiding danger. Yuri can't do anything except play along and protect her charge. Several times the assassin nearly picks them off as they go through the place, but Yuri manages to keep the assassin on his guard as well. Finally, they get on a roller coaster which is tampered with by the assassin. Just as it seems they are to slam into a wall, Yuri uses some explosives in her boot to break safely through the wall and out of the center. The "3-D Dome", on the other hand, lies in ruins.

The hour for the state dinner arrives, and Kei, not looking forward to a life as Sakurako, is now desperately trying to contact Yuri on her earrings. There is no reply. They are forced to leave for the dinner with Kei.

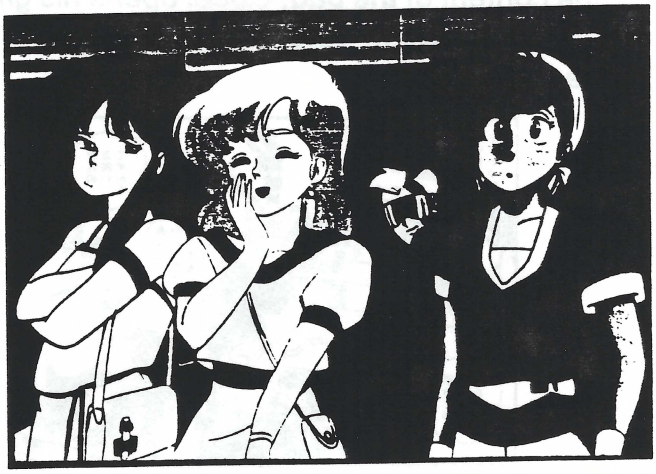
Out on the road, our hard luck bikers from before are out to find another target, but fear returns quickly as the woman they approach is an in a hurry Yuri.

As the Yorozuya limousine heads for the dinner, it suddenly finds itself under attack form a herd of bikers. Concealed within the smoke and dust they cause is a car with Yuri and Sakurako! Apparently Yuri had struck a deal with those hard luck bikers to provide a distraction. Soon they are both in the limo and on the way to the dinner.

The clock chimes seven, and the head of Wilsal smugly sits across from Sakurako's empty place setting. However, this mood fades as the child enters with the Conglomorate League's president. All she can do is smile.

The next day, Kei and Yuri have finally gotten the rest they deserve, and wake to find Sakurako on a television talk show. The interviewer asks her what she'd like to be if not already a conglomerate head. Her reply is immediate: A WWWA Trouble Consultant. Surprise!

Synopsis by Dan Durkin



VAMPIRE PRINCESS MIYU

Part 4: Frozen Time

Himiko is visiting Kamakura again, to trace back her childhood memory. She remembers that when she was three, she went into an eerie house on top of a hill, and saw some strange things flying around. She also remembers that she ran away from that house frightened, but can't remember what exactly happened in between. She arrives at the place that she thinks she saw the house, and sees no house, and so she dismisses the memory as a dream and starts to go back. Just then, the house begins to appear in front of her.

Inside the house, she sees two figures sealed upside down. Miyu appears out of nowhere, as usual, and informs Himiko that they are her parents. Himiko starts to talk with Miyu in her usual, scornful way. Looking at her, Miyu notices something. Seemingly speaking in riddles, Miyu tells Himiko, "There are people who don't change by having their blood drank once. They continue to grow up normally, and one day, suddenly, their blood, like mine, will wake up." Catching onto Miyu's train of thought, Himiko violently denies this. Miyu says that the way Himiko is talking, she is trying hard to claim she is human. Apparently, Miyu knows something about Himiko's past. Himiko demands to know about Miyu's past, so Miyu starts talking. . .

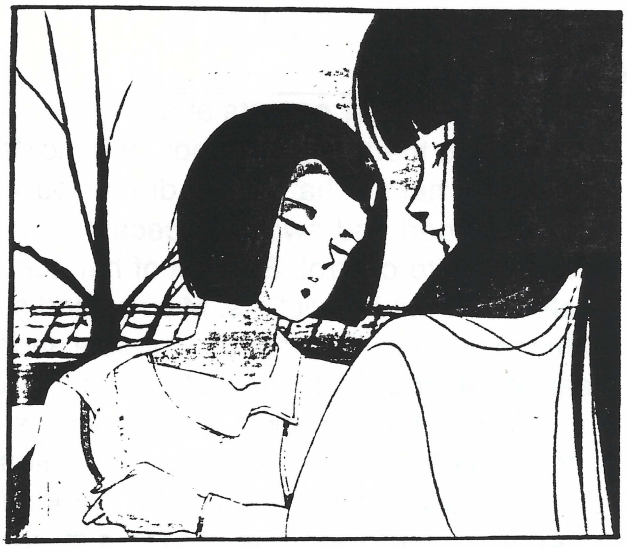
The house that they are in used to be Miyu's parent's house. Miyu had always thought that her parents were a little different from most people. Once she had talked of her future dream to her father, but he had denied her future. He was a collector of paintings. Miyu often saw him staring at paintings for a long time, making her worry. Then came the day that her blood awoke as a vampire after meeting Raba. She tried to seek counsel from her parents, but she couldn't find a way to start talking about it. She had always liked to stare at the sea, but now she was scared of the sea at night, fearing that something might take her away. This she confessed to her mother. She couldn't talk to her parents at all.

Miyu tried to forget about the incident, convincing herself that it was a dream, but now that her blood had awoke, it became harder and harder to control. Several of her schoolmates became her victims. Miyu's mind sank with the guilt of killing innocent people and the fear of her transformation of something unknown. Her friend Akiko, asks a depressed and frightened Miyu, "Do you know something?" Akiko, who romanticised the idea of eternal life, had seen one of Miyu's murders, and asked to check.

That night, Raba comforts Miyu, who is still guilt laden by the murders that she has committed. Later, she tries to convince herself she is still human by holding a cross and standing in front of a mirror. During those turmoils, Miyu's eyes change back and forth between Brown and Gold as her blood as human and vampire switched.

One day, Akiko visits Miyu's house. Akiko now knows that Miyu is a vampire and asks Miyu to drink her blood. To Akiko, who's dream is for eternal life, Miyu looks like some sort of wizard. Miyu claims that she is human, but Akiko doesn't take that claim seriously and exposes her neck. Although Miyu's mind did not want to act, her blood and body as a vampire could not resist the temptation. She moves in on Akiko's neck, eliciting surprise in her. Just then, Miyu's mother cuts in and stops her daughter.

That night, Miyu is given a glass of blood from her mother. Just as Miyu finishes drinking the blood, her father enters the room. "They have come," he says. The chief of the shinma appears behind him and seals off the room. Miyu's mom then tells of the true purpose of their people. "We are shinma. We who were once feared as God and demon, left the ground for humans, and lived in the bottom of deep darkness. We left one family above as an observer to insure that our people's sleep in



the darkness would go undisturbed. That's us . . . those shinma with this duty, passed from generation to generation. Tonight is the night that darkness and shinma gather. You have succeeded to this duty according to the rule of your blood." Miyu refuses to recognize herself as shinma, but already her body remembered the feeling of drinking blood. The chief tells her, "your family is not immortal; you grow old and die. Therefore there is the need for succession. In return you will be free of all of the restraints of vampires, and will be given a power to give humans immortality. Not to take away life, but to give. That is what shinma are for."

The Chief then tries to proceed with the baptism of Miyu, extending his tentacles. Frightened, Miyu clings to her mother. Not wanting to commit her to this fate, Miyu's mother runs away with her. Raba assists in the escape. As they run through the forest, Miyu's mother begs her not to drink blood any more. Confused, Miyu asks if all humans want eternal life. Her mother tells her that having death lets humans see the beauty of life. Since her husband, originally a human, had gained eternal life, he had become a soulless doll. Her mother tells Miyu that she doesn't want her to endure this fate as well. However, Miyu's vampire blood still wakes, and she ends up taking her mother's blood as well. It is only after she has done this that she realizes that the glass of blood she had drank earlier was also her mother's.

Miyu's parent's souls are sealed as a punishment to Miyu. In order to free them, Miyu must complete a task for the chief of the shinma. She must hunt down all of the shinma that have escaped the darkness and return them. Miyu's time is stopped, so that she may complete the task, even if it takes several hundred years. Although the task is cruel, Miyu's expression is not heavy.

Himiko asks Miyu if she will go on to her original task once all of the shinma are returned and her parent's souls are freed. Miyu says yes, but that she still has something to say to her mother first. Without finishing her thoughts, Miyu disappears. Himiko then suddenly awakes at the foot of that barren hill. Had she been dreaming? Suddenly she recalls what she had seen long ago. A girl had approached her back then. That girl had been Miyu. She had looked exactly the same as she did now. Miyu had not been clear on when she had recieved her task, but it had to have been long ago. Then Himiko remember Miyu's words: "There are people who don't change by having their blood drank once. They continue to grow up normal, and one day, suddenly, their blood, like mine, wake up." Himiko continues to deny that she may too have the blood of a vampire, but tries vainly to recall what happened to herself just after meeting Miyu long ago. As if enjoying Himiko's confusion, Miyu's giggling echoes in the wind.

Synopsis by Daisuke Suzuke
edits by Dan Durkin

MOBILE POLICE PATLABOR

OAV 1: Section 2, Forward March!

An Introduction

In the early 1990's, dramatic changes were occurring in the Earth's climate caused by the greenhouse effect. Polar ice caps began to melt with the rising temperatures. The sea level began to slowly rise, threatening all costal cities. Tokyo was one of those threatened cities. A project was begun to build a system of dams and embankments to close Tokyo Bay off from the ocean. The bay would then be drained, transforming the land into new real estate.

The large scale work required by the 'Babylon Project' led to the development of a new vehicle. This new vehicle, called a Labor, was an oversized powered exoskeleton. It allowed the construction workers to quickly and efficiently move loads of several tons. Soon Labors became a common sight in most major cities. However, the easy availability of Labors created a new set of problems. Criminals, terrorists, or anyone wanting to create a nuisance could now wreak havoc with this new construction vehicle.

The Tokyo Metropolitan Police Department decided that to maintain order, they needed their own Labor technology. These were known as patrol Labors or "Patlabors". In 1997, a special unit for dealing with Labor related crimes was formed: the Mobile Police. Mobile Police Patlabor is the story of the 2nd Special Vehicle Division, Section 2. . . or if you prefer, a girl and her Patlabor.

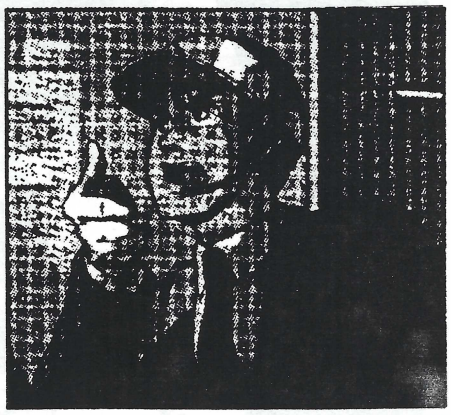
PATLABOR OAV 1: "Section 2, Forward March!"

Outside of Tokyo, at the headquarters of the 2nd Special Vehicle Division, Shiego Shiba overflows with excitement at the news that Section 2 is getting two new patrol labors. His boss, Seitaro Sakaki, is too busy looking back on his career as a mechanic, but it doesn't matter, Shiego is excited enough for the both of them. A bus pulls up, but it doesn't contain the new patrol labors, just the new Section 2 police officers. The arrival of the new officers is watched by Captain Goto, Chief of Section 2, and Shinobu Nagumo, Chief of Section 1. Shinobu is not impressed by the new officers and feels that the new labors should go to Section 1.

Captain Goto gives everyone their assignments. Noa Izumi is a pilot and Asuma Shinohara is assigned as Noa's backup. Isao Ota is assigned as the other labor's pilot with Mikiyasu Shinshi as backup. Finally, Hiromi Yamazaki, being to big to fit in any labor cockpit, is also assigned as backup. With the labor transport trucks caught in heavy traffic, everyone breaks for lunch.

Ota wants to do some target practice but gets nowhere. Meanwhile, Noa and Asuma check out the vehicle garage. Asuma demonstrates a greater knowledge of labors than of police work. Noa realizes that Asuma must be related to the owners of Shinohara Heavy Industries. An embarrassed Asuma admits that his father tricked him into joining the Mobile Police.

Outside, doing some field work, Noa has already named her Patlabor "Alphonse" after her family's dog. Evening rolls around as the members of Section 2 kill time, still waiting for their patlabors. A rogue-labor report comes in, and Captain Goto orders them to go get



their gridlocked labors.

After a minor problem, Section 2's patlabors are in position. Section 2 is supposed to shepherd the rogue-labor towards an ambush set up by Section 1. However, the overzealous Ota attempts to stop the rogue-labor himself and successfully shoots up several police cars before losing his head (the labor's head, not his own head -ed.). The nervous Noa is only slightly more successful. She actually hits the rogue-labor before it disarms her. A pep talk from Asuma and seeing what it did to Alphonse gets Noa fighting mad.

The rogue-labor finally runs out of gas in front of the Imperial Palace. Section 1 has them surrounded, but the two men inside threaten to fire a missile at the Imperial Palace. While Shinobu is deciding what to do, the standoff is interrupted by Noa, who wants revenge for what was done to Alphonse. Standoff over.

The patlabors are returned to headquarters to be repaired by Sakaki's mechanics. Shinobu, dismayed by the night's events, remarks to Goto that Section 1 is more deserving of the new patlabors. Goto asks if she wants them. She replies with a grave "yes". Goto grins, then says, "Well, you can't have them!"

Synopsis by William Pifer
Reprinted from Super Deformed Sushi-Vol. 2, No.2; March, 1991
Courtesy of Rocky Mountain Fanimation

BUBBLEGUM CRISIS 8:

Scoop Chase

The still of the night is once again broken by a battle between a force of Bumas and the Knight Sabres. However, this one is easier than usual, a fact noted by both Priss and Celia. Priss raises her face mask to get a better look at things, and notices a distant flash. Jumping into a nearby building to investigate, Priss comes across a nervous young photographer. She takes care of things quickly, grabbing the photographer and forcing her to drop her camera. One step later, the camera is no more. Priss exits, leaving the young cameraperson to curse of her camera.

The next day, Nene Romanova reports in to her boss at the AD Police to find that she is getting a 'special' assignment. She is introduced to Lisa Barnett, the chief's niece; a high school senior with an interest in journalism and police work. Since Lisa is on her winter vacation, she has asked to come to the police in search of a 'big scoop'. The chief has assigned Nene to look after her.

After introducing Lisa around, Nene takes her out on patrol. Nene is more than a little curious about what Lisa thinks a scoop is. She gets more than she asks for when Lisa replies that she'd love to expose the identities of the Knight Sabres. Before she can get too much into her sermon, though, a call comes in and Nene gets her mind back to work. A speeder is headed her way, and she brings the person to a stop. Nene begins her lecture about speeding, only to find out that her speeder is none other than Priss. Priss assumes that Nene will let her go, but with an audience and Priss' less than respectful attitude, Nene simply enjoys penalizing her friend.

Meanwhile, at a branch factory of Genom, Milliam, the factory's top scientist, gets thanks from his boss for improving their Bumas with a new feature - a power booster. Milliam accepts the thanks, but soon he turns

discontent. He is tired of doing all of the work and getting none of the credit.

After a day of patrol, Nene treats Lisa to a snack and tries to find out why she is trying to expose the Knight Sabres. It ends up that Lisa had her camera busted up by one of the Knight Sabres earlier (sound familiar?) An alarm goes off on Nene's watch, alerting her that the Knight Sabres are dealing with a Buma crime, and Nene leaves, apologizing for forgetting an appointment she had made.

Bored, Lisa wanders around the AD Police building. Suddenly alarms go off, and Lisa is alerted to the fact that something is up. What's up is the Buma attack that Nene just left for. Elsewhere, the Chief is making plans to deal with the situation. Since Leon is involved on another case, he assigns his partner, Dailey, to take care of the situation. As Dailey is receiving his instructions, Lisa pops herself into his car. He tries to get her to stay behind, but nothing will change her mind, so the patrol leaves for downtown.

Once at the scene, Dailey tells Lisa to stay in the car; an order which she promptly ignores. When she finds out she cannot get past the police barricades, she looks for a better vantage point behind Them. Posing as an AD Police officer, she gains entry to the office building across the street from the altercation. A short trip to the roof, followed by a less than secure walk along the ledge leads Lisa to the vantage point she's looking for.

Across the street, the Knight Sabres battle yet another set of new Bumas. From the other end of things, Milliam takes data on the Knight Sabres suits for future use. During the battle, Priss is forced to leave one of the bumas unfinished to help out Celia. The buma she had been fighting now sets it's sights on Nene, who had been providing not much more than moral support. Unable to deal with the situation, Nene fires wildly into the Buma's face, causing little damage, and pissing it off as well. The buma retaliates by punching her suit in the head, shattering her faceplate. Having finished off another Buma, and seeing that Nene is in trouble, both Celia and Priss come over to finish things off.

Across the street, Lisa couldn't have been happier, having caught the entire battle on film. Taking the film home to her lab, she gets an even bigger surprise: an exposed face provides the biggest shock of all-Nene is one of the Knight Sabres. "Now there is a scoop . . . " she exclaims.

Even later that evening, Celia meets her informant, Fuago at a drive in theater. After a failed romantic advance, he tells Celia that he could not get any information on the latest Buma attacks because they seem to be coming from an independent source. Celia tells him to keep looking, and Fuago sighs as she leaves.

The next morning, Nene is nearly late for work, and one of her co-workers, Naoko, thinks it is because she has a boyfriend, an accusation which Nene quickly denies. Naoko then sees the band-aid on her face and asks about it. Nene tells her she hurt herself falling off of her scooter. Listening nearby, Lisa continues to wonder about Nene. Playing the reporter, Lisa starts checking up on her, and aside from a sudden schedule change, she gets nowhere.

Later, Lisa catches up with Nene, asking her about the mark on her face even though this is the first time she has seen her today. Lisa manages to cover up that gaffe by saying she heard the story from Naoko, but she gets little time to learn more information as Nene is called to Data Control. Nene also mentions that the next day is her day off, and bids her well for the day.

The next day, Lisa decides to tail Nene. Following her on bicycle, she is at first disappointed, but eventually she finds something worth looking into, and Nene disappears into Raven's garage.

Inside, all of the Knight Sabres are busy with individual training and testing. Celia is in the process of suit redesign, and the extra practice never hurts. First, Linna clears level 8 with relative ease, but after that, Nene is

taken out easily on level 5. After several tests, the reason for Nene's lack of ability is found: she has gained weight from overeating. While Linna and Priss have a good laugh over this, Mackie calls up and asks Celia why a strange girl is circling the place. Celia doesn't recognize the girl, but Nene and Priss do, and exchange stories. Priss wonders if it is alright to have a person like this that close to their secret. Nene exudes confidence at first, saying, "It'll be alright . . . probably."

Everyone leaves Raven's, but Lisa has no sight to Nene. Just at Mackie prepares to lock up, Lisa gets up the nerve to ask him if he has seen her. Mackie, with a bit of a grin on his face, tells her that person left some time ago. Seeing the scooter gone, Lisa takes one last look, and curses herself for letting Nene slip away.

At home, Nene relaxes after all of her work. In fact, she relaxes a bit too much, polishing off an entire piece of cheesecake before she knows what she has done. This worries her, but not as much as Lisa's snooping around.

Back at work, Nene arrives early to find a huge mound of work waiting for her. Having kept Lisa company has put her behind, and her boss is showing no mercy. All of her back work must be done today. When Lisa arrives, Nene is quick to brush her off, promising a free dinner if she will leave her alone for the day. Lisa accepts, but not before giving Nene something to think about: a picture of her in her hardsuit from the last battle she fought. Nene denies any knowledge of who the person in the picture is, but is so deep in thought after Lisa leaves that even a little joke by Leon leaves her breathless.

Lisa does make a day of it anyway, while Nene slaves over piles of paperwork. When all is done (about 9 pm), Nene keeps her promise and takes Lisa to a very fancy restaurant. Just as things are getting relaxed, though, Nene's alarm goes off, and she once again she is forced to bow out. She tells Lisa to enjoy her dinner and pays the bill as she leaves. Lisa wonders aloud what could possibly draw Nene away at this hour, and then realizes exactly what it is.

Lisa goes to Raven's, assuming that the Knight Sabres will return after they are done. She waits till nearly one am, but still has no sign of them. Celia approaches, and enjoins Lisa in conversation. The talk quickly turns to Genom and the Knight Sabres, and Celia gives her a more balanced view of the Genom/Sabres conflict. After Lisa leaves, Celia returns to her car to drive Nene home.

The next morning, Nene apologizes to Lisa (again) for leaving her behind. Lisa says it is OK, she's getting used to it. Nene tells her she'll be around more today: she's pulled the night shift.

Back at his lab, Milliam has finally perfected his Buma designs, claiming that the will outperform the suits of the Knight Sabres. To test them, he decides, it might be beneficial to attack the AD Police.

That evening, Lisa and Nene talk. It's Lisa's last day, and she doesn't have a definite scoop. However, she does have a lead: "A person who visits a strange factory often, goes out of the company while on duty, and scratched her face. I only know this much." Nene, not good on recovery, says,"I see, then you can't tell who she is yet."

Before they can get any further, alarms go off as several of Milliam's bumas attack the building, one taking over the computer. Nene tells Lisa to say put while she looks into the problem.

Outside, Dailey has just arrived on the scene. He calls for Leon's return from another case, and gets reports from a helicopter strike team. The report is cut short as two of Milliam's bumas shoot the helicopters out of the sky. Milliam makes radio contact with Dailey to gloat over his success. At a disadvantage, Dailey tells Milliam that he will listen if he has any requests. Milliam tells him to call on the Knight Sabres, "If you can commit such a shameful act." Milliam orders his Bumas to destroy the building from the inside out.

Meanwhile, Nene has descended several floors and armed herself. This, however, is no preparation for what comes through the wall right in front of her. After wasting four clips of ammo on the enormous Buma and writing herself off for dead, Nene is once again surprised as Priss enters and holds her opponent off. Mackie enters after that in his own mech, and hauls off Nene to a safe place where she can change into her hardsuit. Getting information from Mackie, Nene figures that one of the Bumas in the building is in the computer room and they head to a sub-control room to "battle" it.

While setting up in the computer room, Nene realized that she has left Lisa in the heat of the battle. Contacting her through the PA, Nene tells Lisa of her dilemma, and begins to guide her to safety down the emergency stairs. While this is going on, Milliam notices Nene's entrance into the computer system and instructs his buma to confront her.

As Mackie and Nene begin to work on Milliam's 'virus', they run into another snag. The stair Lisa had been descending is partially blown out, leaving her with nowhere to go. Nene guides her to the only other descending path, the elevator ladder. Just as Lisa gets on, the computer buma repairs the elevator and sends it right at Lisa. Unable to jump back off, Lisa is told to head towards a vent in the shaft. She gets there, only to find it barred. At the last moment, the grate brakes, allowing a narrow escape.

From this point on, Nene plays a game of chicken with Lisa's life against the computer buma while Mackie tries to find a way to invade it. Celia, Linna and Priss all have their hands full as well, but just when Milliam thinks he has things under control, the tide decidedly runs against him. Celia's new suits allow them to power up when needed, and this allows the Knight Sabres to slowly clean up. Nene, too, begins having success, guiding Lisa to safety at the expense of her identity. Soon after, Nene is joined by the rest of her partners.

Before much can be said, Milliam vents his frustration at being beat by ordering his computer buma to overload the building's power plant, eliminating the AD Police and the Knight Sabres. Nene, not sure if she can fix this problem, orders her partners and Lisa out of the building. All of them leave except for Mackie who claims the job is too much to handle alone.

In the skies, Milliam tries to make a break for it, but Leon's timely arrival on the scene stops him dead in his tracks.

Breathless, all around watch the area as time winds down. From a roof across the street, Lisa sees several small explosions occur, but everything else at the building returns to normal. With less than ten seconds to spare, Nene had managed to get the Buma to self destruct properly. Nene is just glad that everyone waited for her.

With all of the excitement over, Lisa finally gets out of the building just in time to get a picture of Leon and Dailey arresting Milliam. The picture is all over the morning edition of the local papers.

The next morning, Lisa comes by the AD Police building to bid Nene farewell and giver her a present. One look inside the envelope has Nene all red, and Naoko thinking it must be a picture of a man.

Synopsis by dD

Editor's Note: BubbleGum Crisis 8, released on 1/30/91 is the most recent in the series. 1991 will see much more of the Knight Sabres, but under a slightly different title. Bubble Gum Crush (Crash) continues the adventures of the Knight Sabres through 2034 as a three part mini-series. Each is 45 minutes and will be released bi-monthly starting with "Illegal Army" on 5/25/91. As soon as we can provide the video and a reliable synopsis, you can be sure that you will see it in FSTS.

This Month's Feature:

CRUSHER JOE

Prologue

"The Bloodbath Highway"

The year is 2161, the planet: Opas. A refrigerated transport truck races down the road, desperately trying to outrun its pursuers. Near the outskirts of Malutodolu city, the chase is over. Cursing those "Yaro...!" (Bastards...!), the driver manages to escape them, using some drastic measures. It's been a rough courier job and the current protectors of the cargo are going to be more than glad to hand it over to the interplanetary shippers, but the pressure is on, and only one person may be tough enough to take it - Crusher Joe.

Back at Malutodolu, we find Crusher Joe and his team on ten days leave after a tough job. They have been offered an easy and lucrative assignment: deliver a patient ("Elena" - currently in frozen sleep), and two passengers to the planet Millola. Joe finds the whole situation a little strange, but Valestinos explains that they can't use regular transport systems because "Elena" is the daughter of one of the ten richest families in the galaxy, and they are worried about publicity. Joe is somewhat suspicious of Valestino's slick explanations, but the crew is bored, and the money looks good.

However, Joe's problems are just beginning. During the warp phase of their journey, a mysterious force takes control of the warp drive and the shock of this sudden deviation from course renders the entire crew unconcious. When they wake up, they are 700 light years off course, and everything is gone - money, passengers, and of course, the written contract. Stunned by this turn of events, they are further upset when they are boarded by troops from the Cordoba, a starship belonging to the United Universe Army (UUA), led by Colonel Kowalski. He informs them that they are in an area where many ships have disappeared. Since they have no authorization to be there, he is assuming that they are responsible for the recent acts of piracy. However, Bird, a UUA Military Intelligence Attache, tells the enraged Kowalski that he must release the Crushers for "lack of evidence".

Crusher Dan, Joe's father, is not amused and, as chief of the Crusher Conference, gives the team a six month suspension for taking on unauthorized work. This drives Joe half crazy, and while drowning his sorrows at a disco, he raves about revenge. He soon gets the chance to blow off steam when the Crushers are attacked by an anonymous group of nasties. The result is a truly impressive bar fight, ending in the total destruction of the premises. The riot police soon arrive, and the team escapes being arrested only through the timely intervention of Bird (an ex-Crusher, and old teammate of Talos) who coincedentally happens to be there. After hearing their sad tale, he tells them that "Valestinos" is really a wanted criminal named Joseph Dodge, and he's currently hiding in the Lagoru system.

Hell bent for revenge (and on clearing their name with the Crusher Conference), they roar off to Minaus, capital planet of the Lagoru system. As they dock at the orbital customs station, they are recognized by "Valestino", and are soon engaged in a desperate battle with "Cat's Eye" Norma and "Blue Beard" Nero. When the Minerva (the Crusher's main ship) is damaged, Talos and Ricky are forced to leave the battle and land at Pablopolis Port, while Joe and Alfin continue to fight using the Minerva's pinnace (a small fighter craft). After executing a terrific aerial manuever to shake

their pursuers, they are forced to crash land in the jungle. Joe sends a distress signal to Talos, but it attracts Norma and Nero as well. Talos arrives in the nick of time, though, having obtained a rescue craft from planetary president Dupulo Maldora.

The president meets with the Crushers at a drive in theater. (Editor's note: If you didn't already know - the scenes from the movie within a movie showing at the drive-in proved so fascinating to animation fans that a show based on the two characters was released: The Dirty Pair.) Maldora tells them the man behind their problems is a local pirate named Big Murphy. Maldora wants Murphy out of the way as badly as Joe does, and offers to give Joe information about him. . .as long as Joe promises to wipe out the entire gang. Joe agrees, of course, and armed with Maldora's surprisingly complete information, the Crushers attack Murphy's headquarters on Begonia Island.

During the attack, Joe and Alfin discover the mysterious Elena - no longer frozen, however. They take her and escape, but Talos and Ricky are captured by the aptly named Monster Loki. At the first opportunity, Joe talks with Jona Mature ("Elena's true name) and discovers the reasons underlying the whole chain of events. Jona was assisting a noted space warp researcher - Dr. Calbos - when they made a discovery: the new warp drive they had been developing was capable of acting on distant objects! In other words, this device could lock onto any location in the galaxy and transport the contents of that location wherever they choose. Big Murphy captured the orbital laboratory a while ago, and has been using it to pirate cargo ships, and, not coincedently, to frame Joe! However, it now needs repairs and the only person left who can do it is Mature. Operating in it's damaged state, it could irreversibly damage the structure of space itself, so Jona would rather just destroy it for good. . . and she asks for Joe's help.

Joe activates Plan C, and lets himself, Jona, and Alfin be captured by Norma, who returns them to Murphy's HQ for questioning. Joe and Alfin are separated from Mature and are imprisoned with Talos and Ricky, just as Joe had hoped. Together again, they break out and search for Mature.

She is being "persuaded" to assist Murphy, by Norma and "Ice Heart" Killy - who senses Mature's weak spot and effectively exploits it.

However, the Crusher's plan to save Mature goes awry when Murphy, Loki, and Killy escape Joe's destruction of the pirate base by fleeing off-world in an emergency shuttle, taking Mature with them.

The plot thickens when we discover that President Maldora was actually working with Murphy, but was using Joe to double cross him. Things have gone seriously awry, however, as Murphy is no doubt aware of Maldora's duplicity and is about to gain control of the most fearsome weapon in the galaxy.

The Crushers call on Colonel Kowalski for help (definitely making his day) and attempt to gain entrance to the warp station. The door is heavily shielded, however, and refuses to budge. Trapped outside the station with the main strike force of the pirate fleet closing in, Joe smiles and says, "We'll show them the difference between pirates and CRUSHERS!", and he sure does.

Panicked by Murphy's betrayal of Maldora, Loki unexpectedly shoots the pirate. Having been given nothing but abuse from Murphy, and since the President had promised an important job after the takeover, Loki had secretly thrown in his lot with Maldora. But now, with the station's power within his grasp, he plans to become a "boss" himself - "Pirate Loki!"

But in his madness, Loki has destroyed the control panel and the machine races out of control, gradually twisting the fabric of space and time itself to the breaking point.

Realizing that she must shut the warp machine down before it rends the universe asunder, Mature ignores Loki's pathetic beg-

ging to, "Leave my beautiful machine alone!!" She heads for the controls.

The galaxy is saved, and Loki spills the beans about Murphy and Maldora - rather conveniently in front of witnesses.

President Maldora is feeling rather smug, and forsees even greater power for himself in the new order he will raise from the rubble. However, a rude surprise is waiting for him in the form of an extremely angry Crusher Joe.

"Loki and Murphy are waiting for you. . .in hell!" he says, and lets Maldora know he has heard the entire story. Maldora just laughs. "Where is your absolute proof?", he asks, "Just get out of here!" Joe snarls, "Here's my proof!" and draws his gun. Maldora screams for his guards, but he is greeted by Bird, who has a warrant for his arrest. So Maldora recieves his just deserts. . .and so does Bird. Joe does not like being manipulated.

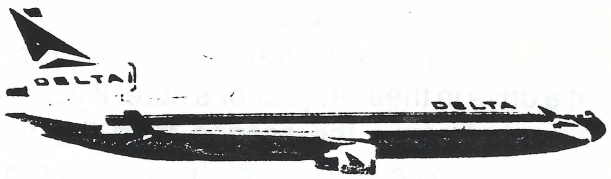
Crusher Dan tells Bird that he did a great job, despite Joe's anger. "yes, he's much like his father," replies Bird, without thinking. Dan, however, doesn't seem to mind.

Joe and Alfin drive down a seaside road, but Joe's thoughts are on Mature. Alfin tells Joe that Dr. Balbos was actually Mature's father, and Joe remembers her words: "I'm sure your father loves you very much. . ." "I suppose he does," muses Joe to himself, and he smiles at Alfin. Overjoyed to have Joe in a good mood again, she shouts, "Joe! Drive faster!"

Synopsis reprinted from the 1988 Baycon Guide to Japanese Animation
Written by Toren Smith and Miyako Graham

A PROJECT • A-KON REVIEW

by Richard Andreoli



Project A-Kon 2 was the animation convention held over Memorial Day weekend in Dallas Texas. This was the second time Texas anime fans brought us this convention and it was a success just like last year.

Meri Wakefield organized the convention and brought fans a great mix of professional and fan produced animation from all over. Jerry Beck of Streamline Productions brought with him copies of Zillion on video along with video tapes of the English Akira. He also brought information about Streamline's new releases, Robot Carnival (In English), and Fist Of The North Star movies.

In anime related fields, people from Studio Proteus showed up to talk about their material. Adam Warren and Toren Smith of the Dirty Pair comic book were also in attendance and were warmly received. Fans got the chance to ask questions of the duo and get autographs. Both were very friendly and gave an easy to talk to feeling. Also in the comic book line were the Waltrips who are responsible for the Robotech The Sentinels comic books. Unfortunately I didn't have time to talk to them or to the other pros that were present, but I did notice that there were few times when the pros were alone.

On the fan-side of things were Kei and Yuri Forester (fan guests of honor), the two women team who dress in costumes as The Dirty Pair (and let me tell you that they can do it very well). The two talked about costuming, allowed photos, signed autographs, and sold photos of themselves. Their panel also featured things not to say the two women (rude comments were answered with a loaded water gun— a very realistic Dirty Pair response.). The two helped bring a lot of excitement and fun to the convention.

Returning to the convention was the Pinesalad Productions crew along with Corn Porn, and Dead Dog Productions. They brought their various cartoon parodies, answered questions and signed autographs. All of the groups were very friendly and more than willing to talk to fans.

Probably the greatest attribute to this convention was not the guests and dealers room (bigger than last year and with fabulous merchandise— I'm now $70.00 in the hole because of that blasted room) but the fans themselves. The fans at the convention were all friendly and lots of fun. Whether it was sitting in on a panel, watching a movie in the anime room, or going to the Hard Rock Café (Party on Dan and Allec!) the fans were polite, friendly and loads of fun.

If I had the chance to buy my tickets for next year's convention, I would have in an instant. It's rare for me to find a convention that could go so well. If you get the chance, do it next year, it will be well worth it.

Reality is for those people who can't handle Anime...

Hello From Colorado

Postcards from the Edge...

Dan Durkin, Editor (ダンヨル デリカン) 1991年6月11日

Greetings for the last time from Oakley, Kansas, the town that put the "oo" back in stupid. Yes, that's right, the **last** time. Since last I wrote, I have found a job, and will be moving to Holly, Colorado on July 9th. Hooray for small miracles.

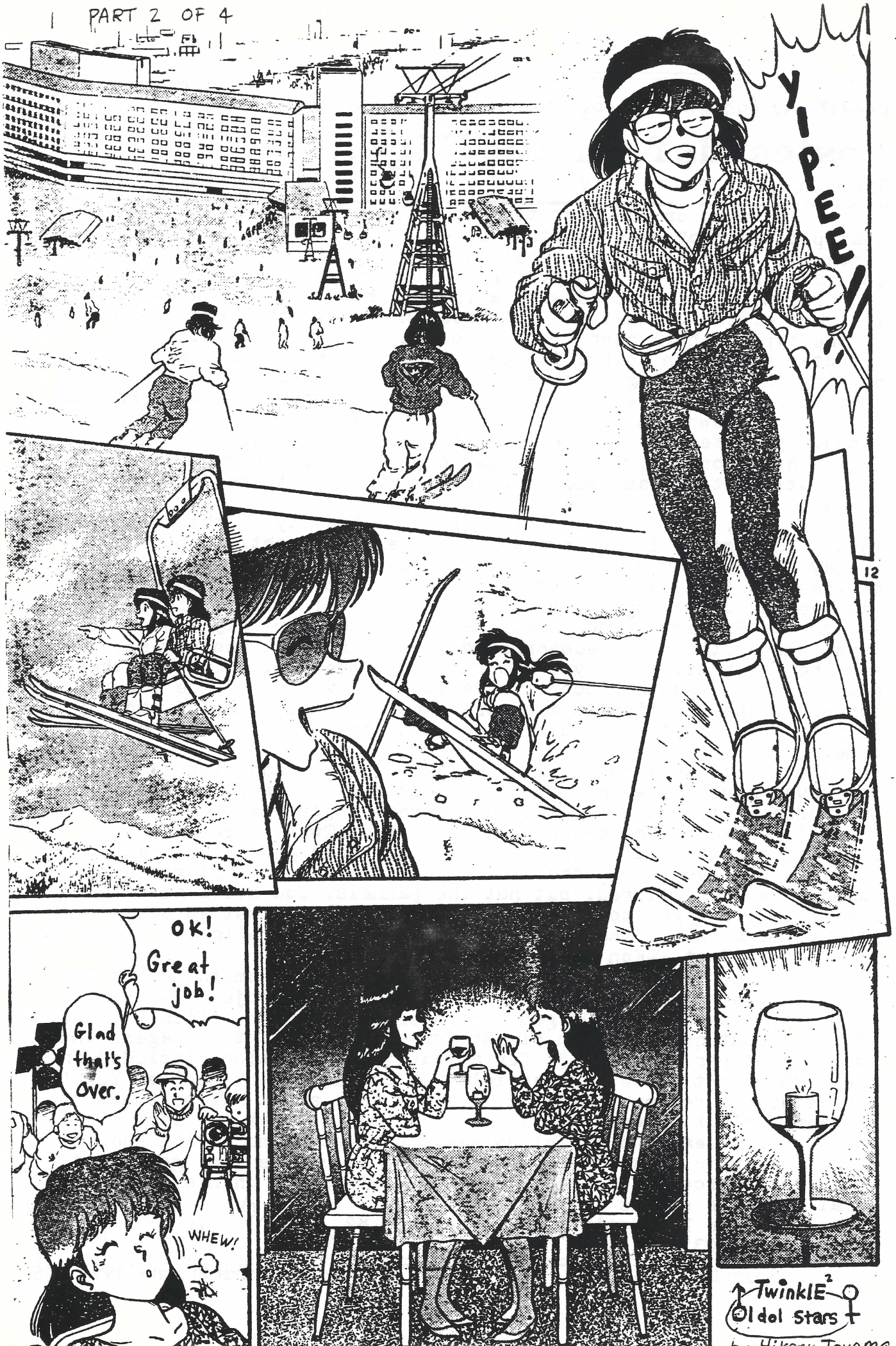
The new job, coupled with a few other recent events, will have a direct effect on what you will see in FSTS in the next two months. If the typeset here hasn't clued you in yet, I have lost my computer access in Colby. The college there shut me off while I was putting the finishing touches on this issue (baka yaro...) and will not let me back in because I'm not a student there. This means that for the next two months FSTS will be at least in part out of my hands. By September, I hope, I will have computer access at Holly High School, or I will have my own computer. Either way, FSTS will come out; on time, as usual, no matter what has to be done to put it out.

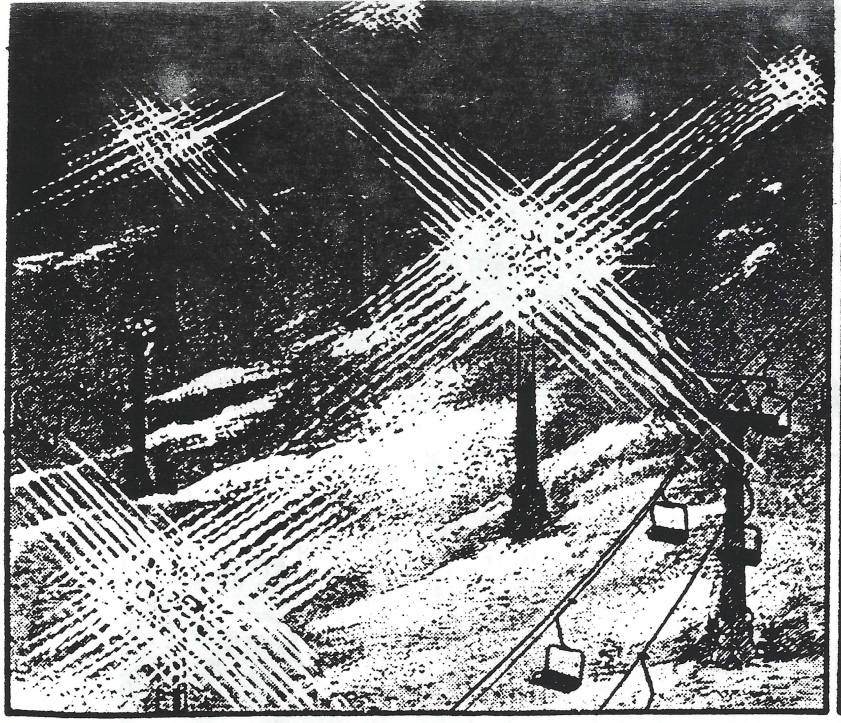
Finally, I have to apologize for the brevity of this month's issue. Last month I had promised a bigger news section, monthly **...say what?** columns, and several reviews of **Project A-Kon 2**. All of these, unfortunately, got railroaded for several reasons. First was the end of the school year for me, full of extra duties. The second was Project A-Kon itself. Although the con only lasted two days, preperation and recovery ended up eating up a whole week. Third was the job hunt, which you now know was sucessful. Finally, there has been the less than cooperative attitude of CCC. Since I'm no longer in the position to make promises on content, all I can say is that I hope we'll be able to do more about these items next time.

Now on to what you will see this issue. In addition to all of the usual goodies, we have BubbleGum Crisis 8: Scoop chase. As I said here last month, I found this a real enjoyable show. Hope you enjoy it as well. The second installment of **Twinkle Twinkle Idol Stars** is here as well. This time I've provided a brief character guide to help you along the way. As Alec mentioned last month, the pages have been flipped, but not the pannels. You still have to read from top right to bottom left. Also, thanks must go out to Robbert Simmons for the back cover illustrations, which he presented to us at Project A-Kon 2. Good work Robbert.

No issue would be complete if I didn't plug something, so here goes: I came across an interesting new 'zine at Project A-Kon. Coming from Georgia is **Oxygen Destroyers**, Anime X's offical 'zine. It is put out quarterly in digest format, runs about 24 pages, and costs $1.50 per issue or $5 for a yearly subscription. Included in the most recent issue were articles on costuming (by Leslie 'Yuri' Forrester), a review (scathing, I might add) about Malibu's new Captain Harlock videos,an article on anime heroines (or lack therof), and features on Yellow Magic Orchestra and Flying Phantom Ship. The articles are well written, the layout is very good, and the shift in focus to older items is a refreshing change in pace. If all of this sounds interesting to you, write to: Gear Productions, P.O. Box 724182 Atlanta, GA 30339. Enjoy!

All for now Jane 6-13-91


YIPEE!
12
OK!
Great job!
Glad that's over.
WHEW!
Twinkle² Oldol Stars
by Hikaru Tsuyama



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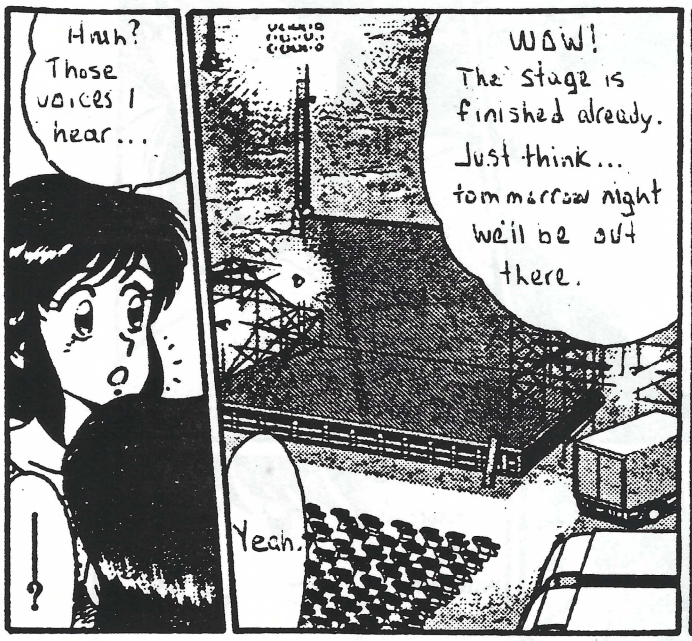

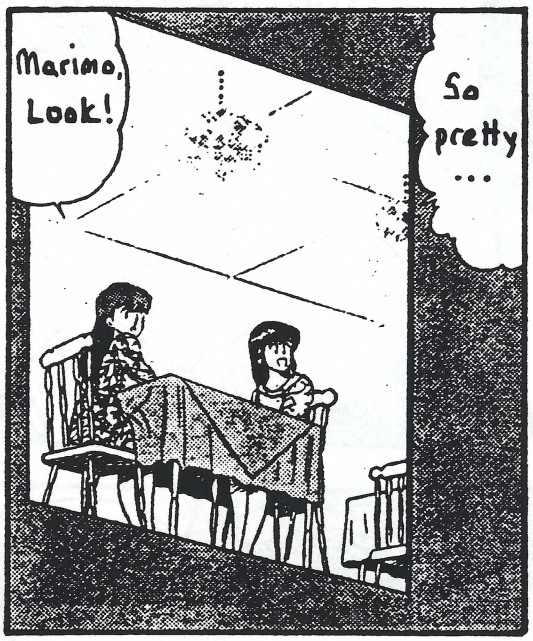

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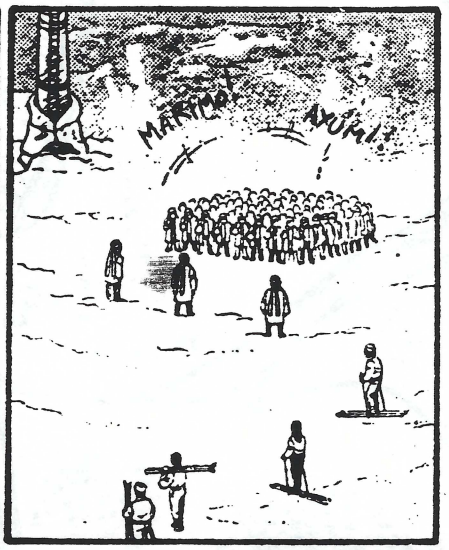
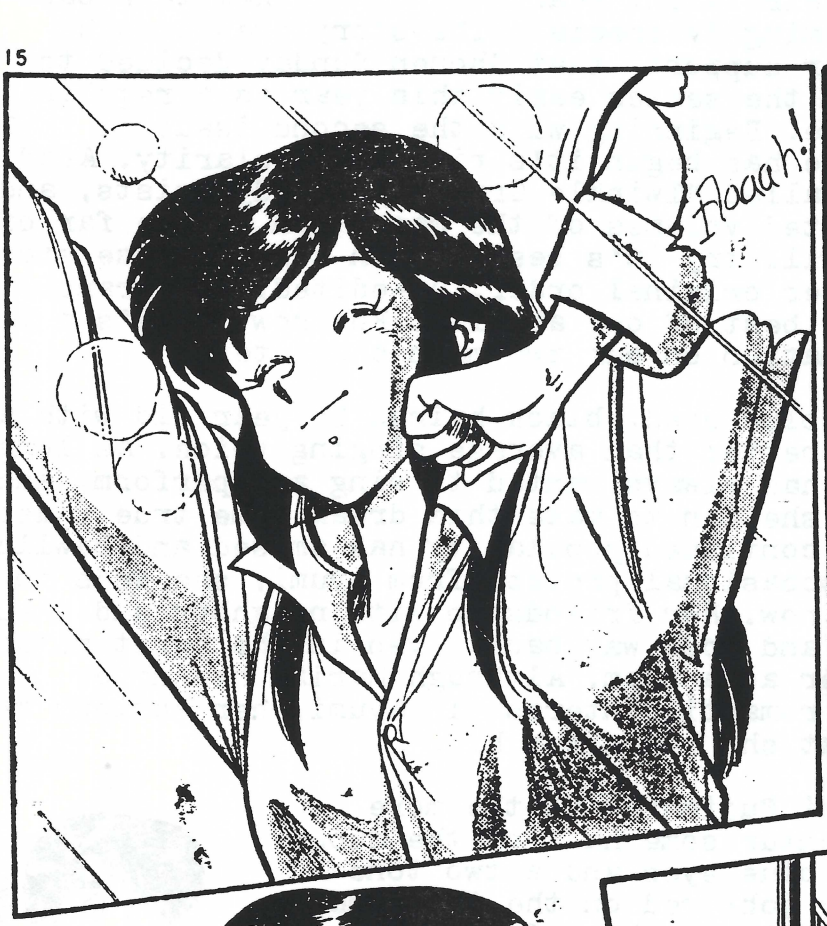
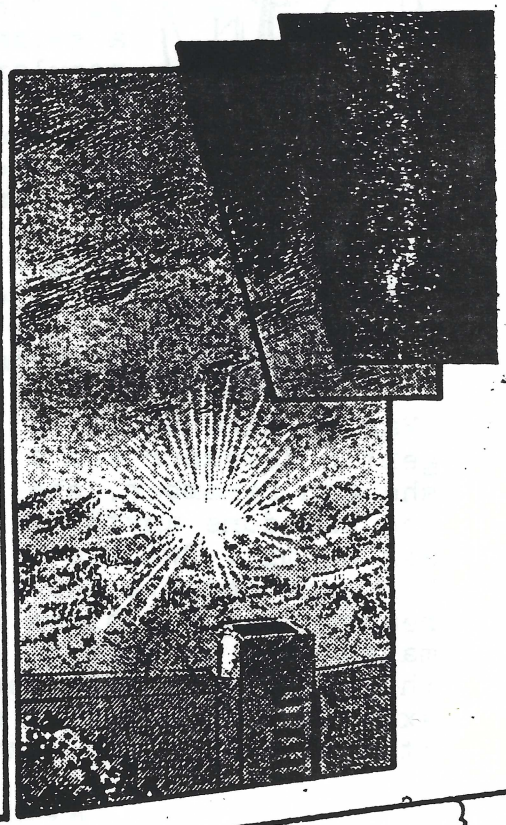


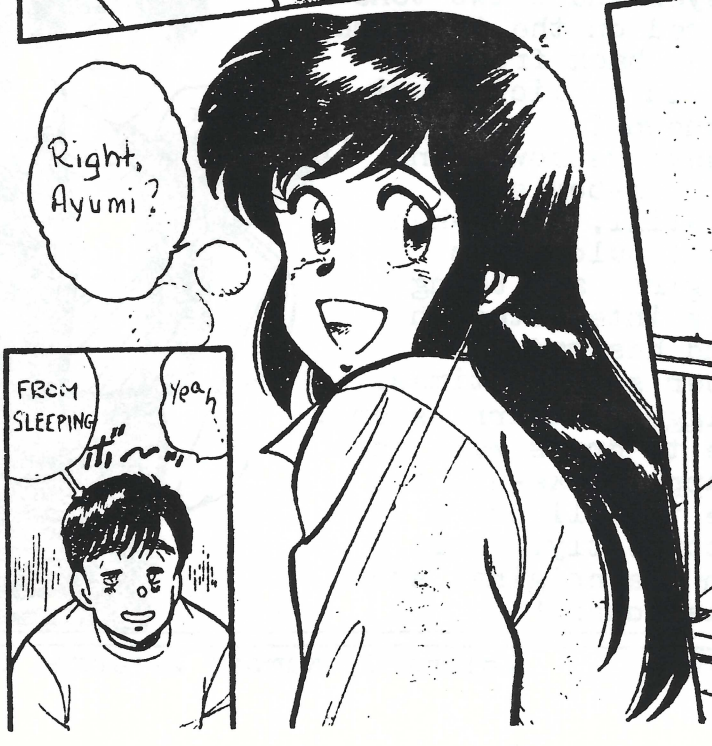
Mafimo ?
14
Well, a good night's rest will have you back in high spirits.
I am completely exausted.
SLUMP
mumble mumble groan
...!!
Tommorrow's concert will come up soon enough. I'd better get to sleep myself.
kind to think of it...

I... I'm not gonna get much sleep


Aaaah!



The weather's great! Ought to make for a perfect concert.


Right, Ayumi?

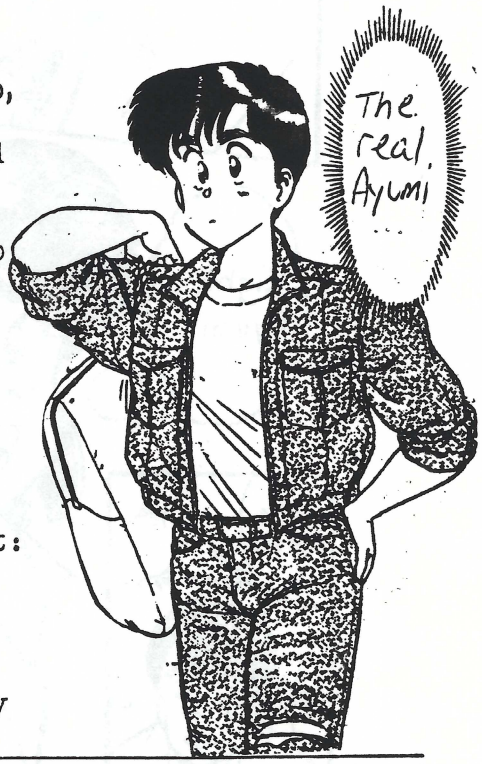
FROM SLEEPING
Yeah

TWINKLE TWINKLE IDOL STARS
by Hikaru Toyama

Twinkle. . . was the winner of a Shonen Sunday talent search last fall, and popular demand has brought it back as a regular series. The original story, which ran 57 pages over two issues, took place shortly after Twinkle had won their talent search, and had them take part in a swimming TV special. The story drew enough popular support, that Shonen Sunday decided to revive the series early this year as a regular feature. Beginning with the second issue of 1991, Twinkle has begun it's rise in popularity. Aradio show called "Twinkle Cruise" already exists, and collected volumes of the manga can not be far off. FSTS will try it's best to run all of these stories in thier original order, un-edited, and translated to the best of our ability. For now, here's a little information on our two main characters.

Marimo Himenogi is a blue eyed, black haired 16 year old with a gentle demeanor and a better than average singing voice. As long as she can remember, she has always wanted to sing and perform, and she has done anything she can to make this dream come true (just ask Ayumi). Twinkle's continued popularity has amused and bewildered her, and despite the occasional protest from Ayumi, she sees no reason to quit things now. Her friendship with neighbor and classmate Ayumi is strong, and goes way back. Even in the worst situations they work well together as a team. Although Marimo has never expressed an outright romantic interest in Ayumi, her actions make it more than clear that she cares for him.

Ayumi Fujimura, as the more adventuresome half of the duo, has blue eyes and a two tone hair job: red on the top, and black in the back from the neck down. In public, Ayumi has been known for 'her' deep voice, bushy eyebrows, and occasional tom-boyish behavior. Still, Ayumi-kun has done a fabulous job playing a girl, and being cute. He is interested in Marimo, and has made that clear to her several times. Ayumi's biggest embarrassment: being able to dress well as a woman, apply make-up, and being able to fill out a swimsuit correctly. (This appears in the original story and is hilarious!!!)



M+M PRODUCTIONS

PRESENTS

VECTOR ONE

BOOK I: "SET-UP"

ARTIST

LARRY MANN

STORY BY

RYAN MATHEWS

(c) 1991 RYAN MATHEWS + LARRY MANN

VECTOR ONE (c) 1997 RYAN MATHEWS & LAURA MANN

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AUNGH!!
HANG IN THERE, FLEN. THIS'LL ALL BE OVER IN A FEW MORE MINUTES.
ZHON, WHERE ARE WE?
READING VECTOR 0.4
GOOD. RIGHT WHERE WE WANT TO BE! FLEN, HOW DO YOU FEEL?
LIKE SHIT, BUT MY MIND'S INTACT.
ENGAGING STABILIZER...
IF DASSNI'S RIGHT, WE SHOULD BE ABLE TO GET HIM TO VECTOR 0.8 WITHOUT SIDE EFFECTS.
OH SHIT!
TORM!!
WHAT IS IT?!
WE GOT COMPANY!
OH, GODS. NOT NOW! ENGAGE THE SECURITY SYSTEM!
GET FLEN DOWN!
WE'RE UNDER ATTACK!!
WHAT...?
MRAAAA
MRAAA

VROOOO

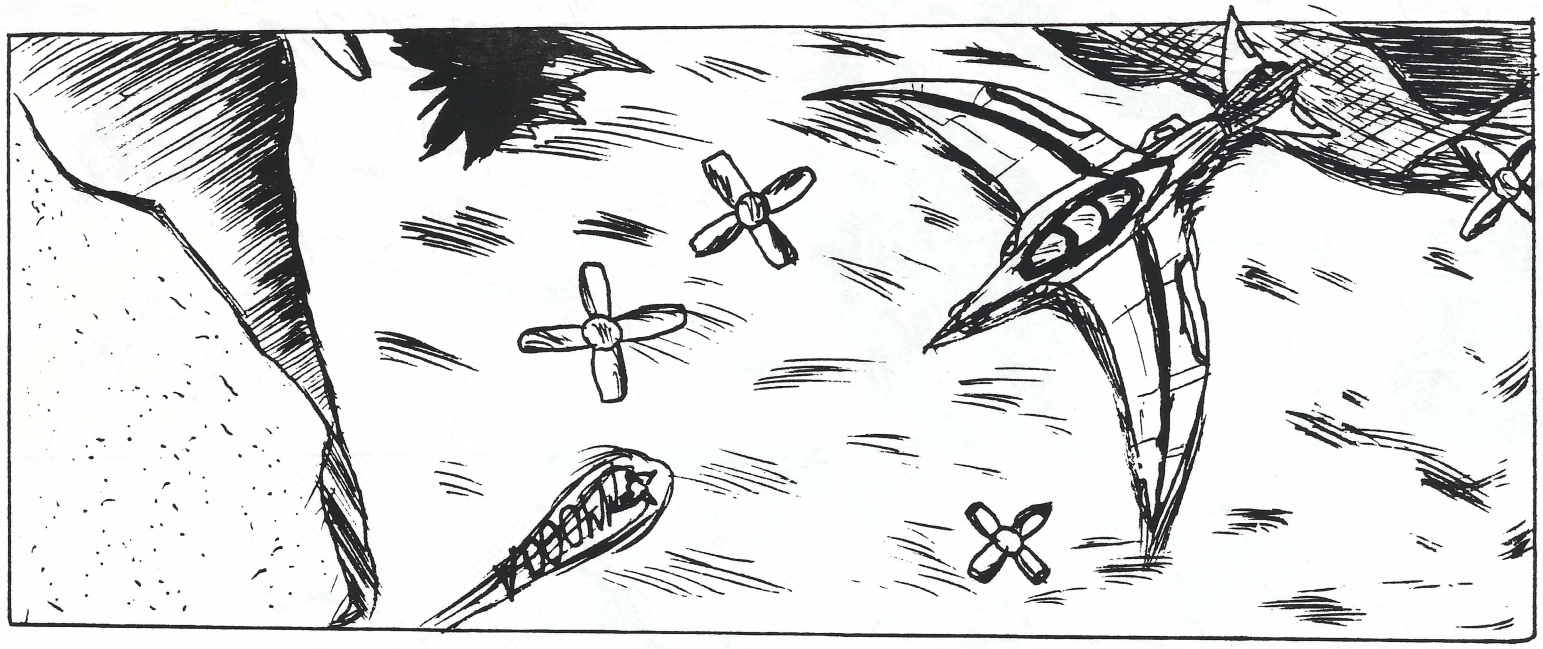
WHAT HAPPENED?!
DISRUPTOR FIELD, SIR! WE CAN BRING LIGHTS AND VOICE COMMUNICATIONS BACK WITH THE AUXILIARY GENERATORS, BUT OUR SECURITY SYSTEMS ARE GONE!
BAAAAM
DOOM
DOOM
DOOM
HOW DO YOU LIKE THAT, YOU SOULLESS BASTARDS?!! WHY DON'T YOU TAKE THIS BACK TO CORVE FOR ME?!
WHA..?!

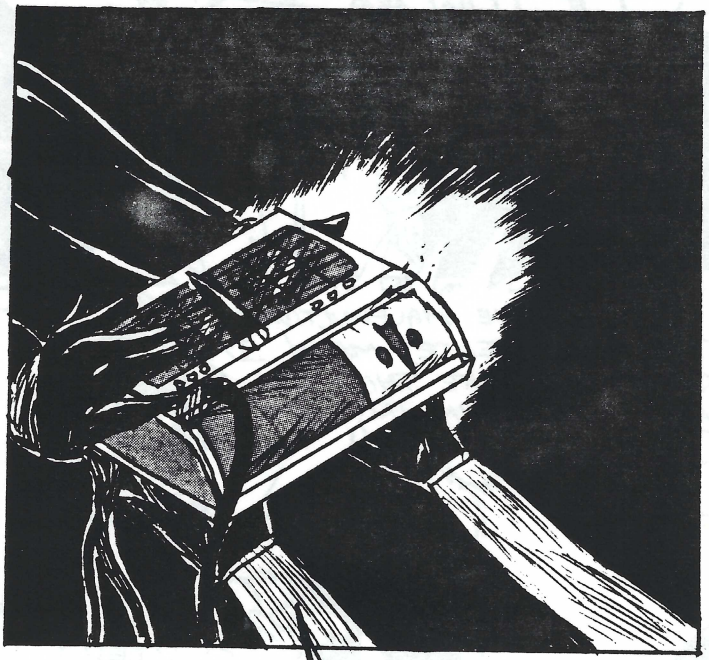
AAARGGH!
BSH
ZEFF!!
DOM
DOM
ZEFF!
CHDD
CHDD
CHDD
CHDD
PRRCAAA
BSSHH
AAUUGH

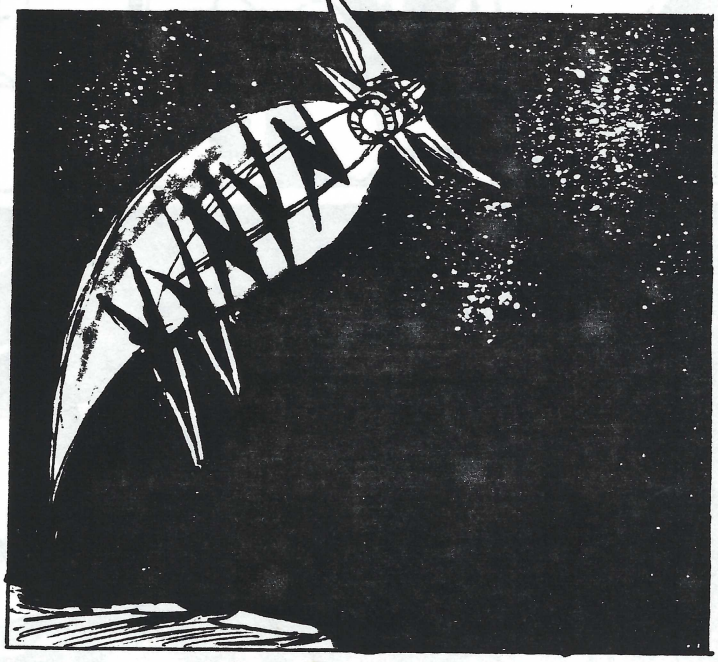
CAN'T LET THEM GET THIS!
JUST ONE MORE BOT!
DAMMIT, ZHON, WHAT'S HAPPENING?
THE CAMERAS WERE TAKEN OUT BY THE DISRUPTOR, SIR! THERE'S NO WAY TO TELL!
!
DOM
FALL BACK! PROTECT FLEN!
BOM BOM
ZZZTT
NO...
NO ONE ELSE IS GOING TO DIE HERE IF I CAN HELP IT!
FLEN, NO!
YOU CAN'T!
YOU'RE NOT STABLE!
THEY'RE GOING TO DESTROY ALL OUR WORK. I CAN'T ALLOW THAT.

BTTWHTT
TASTE OF YOUR OWN MEDICINE!
HOW DO YOU LIKE IT.!?
!
GHK!
FLEN!!
NO!!!

BASH
THAP!
THAK
THAK







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REPORTS COMING IN... ALL THE REMAINING SLAVES HAVE SELF-DESTRUCTED.
OF COURSE THEY DID. THEY GOT WHAT THEY WANTED...
OH, GODS, FLEN, THIS ISN'T FAIR.
HEY! LOOK WHAT I FOUND!
IT MUST'VE MALFUNCTIONED! THIS IS EVIDENCE, MAN! I'M GOING TO TAKE THIS DUDE AND MARCH HIM INTO THE COUNCIL CHAMBERS!
LET'S SEE CORVE LAUGH THIS ONE OFF!!
EEEE

VECTOR ONE (c) 1991 RYAN MATHEWS + LARRY MANN

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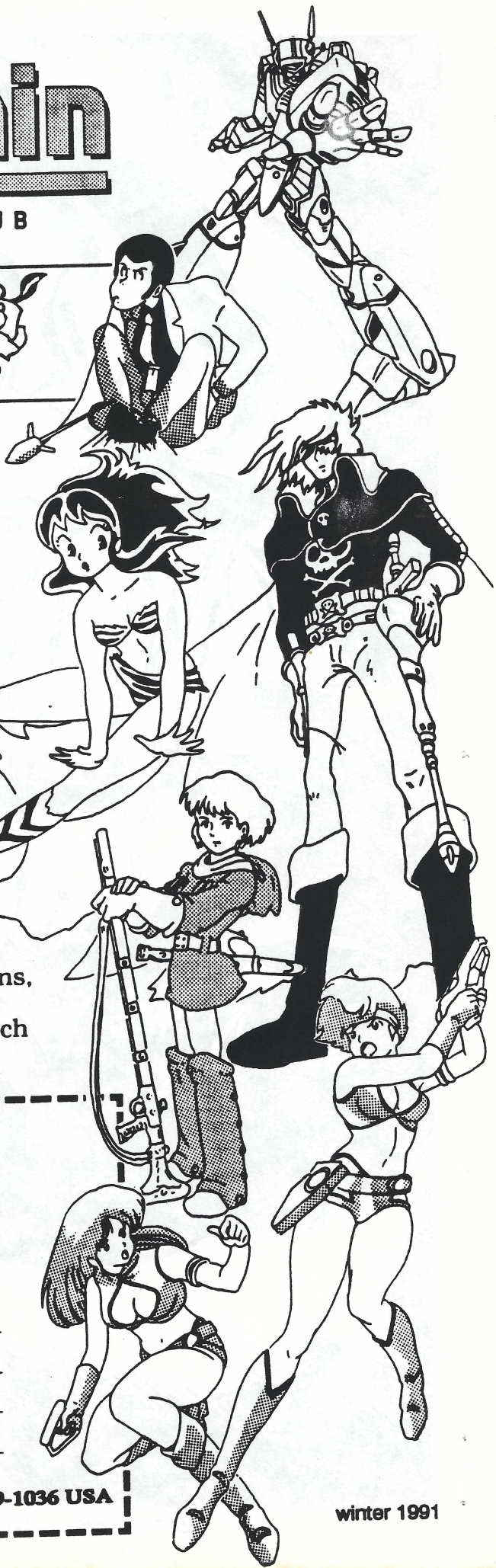

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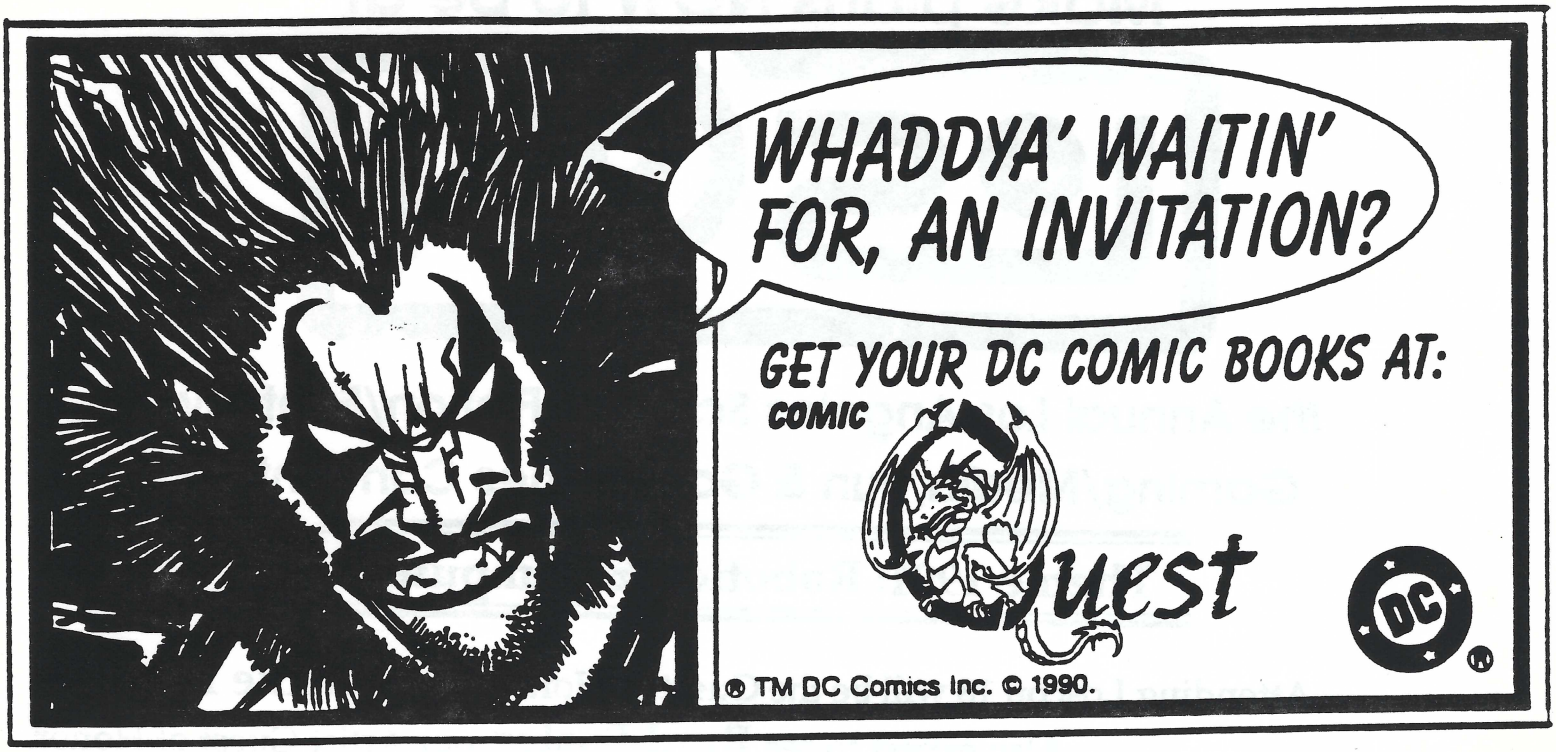

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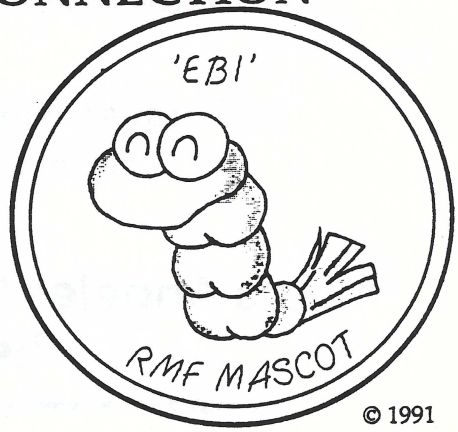

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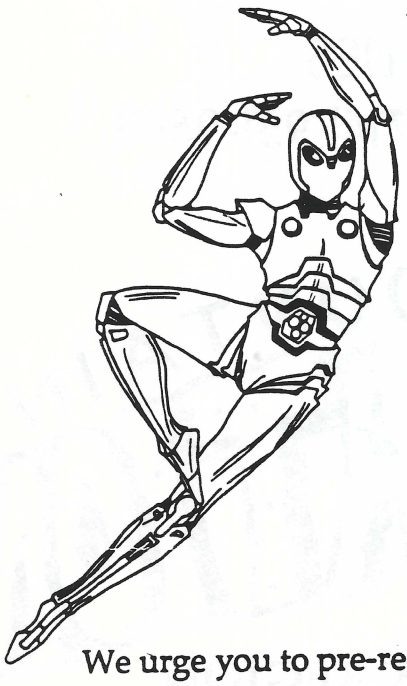

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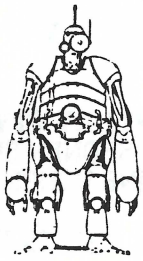

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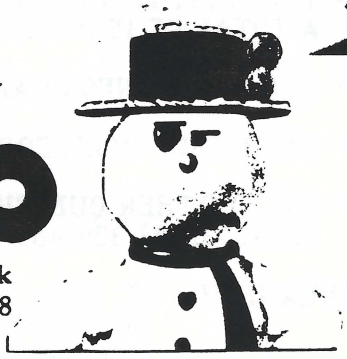

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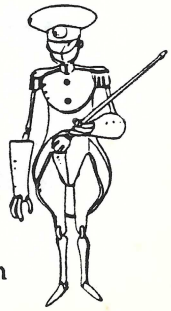

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